

NINTENDO • SEGA • NEC • ATARI • IBM • APPLE • COMMODORE • AMIGA

FDC 50080

Video Games & Computer Entertainment™

U.S.A. \$2.95
Canada
\$3.95

July 1990



LATE-BREAKING NEWS!

Electronic Arts to Develop
NES and Genesis Games

MAPS AND TIPS:

Sunsoft's
Batman, Part II

Sega's
Alex Kidd in the Enchanted Castle



ABRACADABRA!

OUT OF THE SHRINKING MACHINE!

NEC SHOWS OFF THE
TURBOGRAFX-16 PORTABLE!

Look Inside for Details!

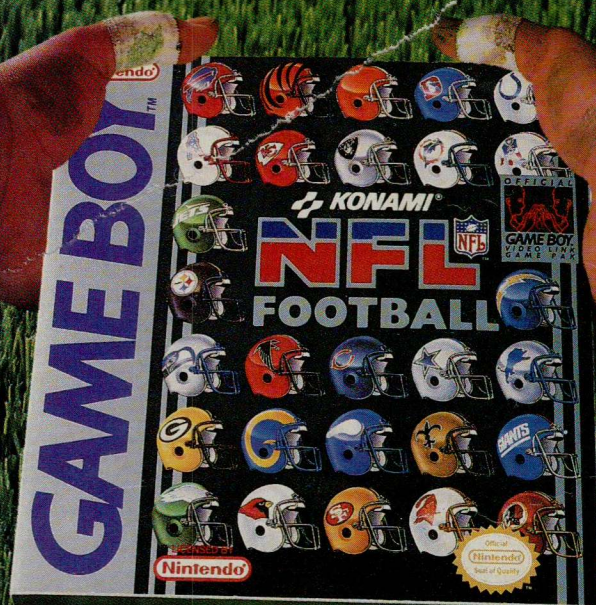
YOU COULD WIN A TG-16 SYSTEM—
TURN TO PAGE 58 FOR CONTEST RULES



PORTABLE INTENSITY!

Comprehensive Game Boy Buyer's Guide
Gaming on the Go: A New Column

HUT HUT HUT



INTRODUCING KONAMI'S NFL FOOTBALL THE ALL-PRO GAME THAT PUTS YOU IN A POSITION TO CALL ALL THE SIGNALS.

Here's your chance to prove once and for all whether you've got the agility, strength and brain power to play in the NFL.

Sanctioned by the National Football League, all 28 of your favorite teams are here for you to captain, including the Forty-Niners, Bears and Dolphins. And 13 of the most famous pro-style plays are here for you to call — from the shotgun attack on offense, to the goal line stand on defense.

TEAM	PLAY	TIME	YDS	PTS
SAN	10 YDS	10:00	0	0
SEA	10 YDS	10:00	0	0

TEAM	PLAY	TIME	YDS	PTS
SAN	10 YDS	10:00	0	0
SEA	10 YDS	10:00	0	0

TEAM	PLAY	TIME	YDS	PTS
SAN	10 YDS	10:00	0	0
SEA	10 YDS	10:00	0	0

TEAM	PLAY	TIME	YDS	PTS
SAN	10 YDS	10:00	0	0
SEA	10 YDS	10:00	0	0



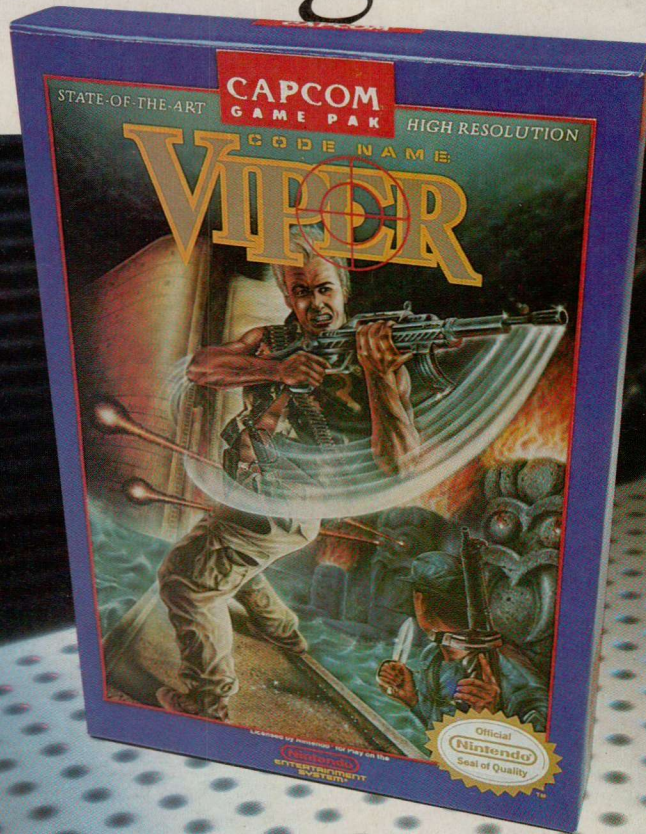
First downs, four quarters, kickoffs, punts, field goals, extra points, team stats...everything's here but the bruises. You can even run the Video Link™ option and challenge a friend.

So take on Konami's Game Boy® game breaker. And take center stage in a punishing league that'll test your athletic skills and play calling prowess.



Team names and logos are the registered trademarks of the NFL and teams depicted. NFL™ is a registered trademark of the National Football League. Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc. Konami® is a registered trademark of Konami Industry Co., Ltd. © 1990 Konami Inc.

Code Name: Viper You're The Drug Lord's Worst Nightmare!

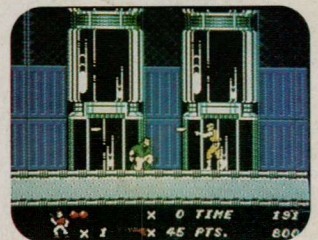


Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up!

You must now locate your fellow agent and collect the explosives you'll need to finish your mission--and the murderous Drug Lord.

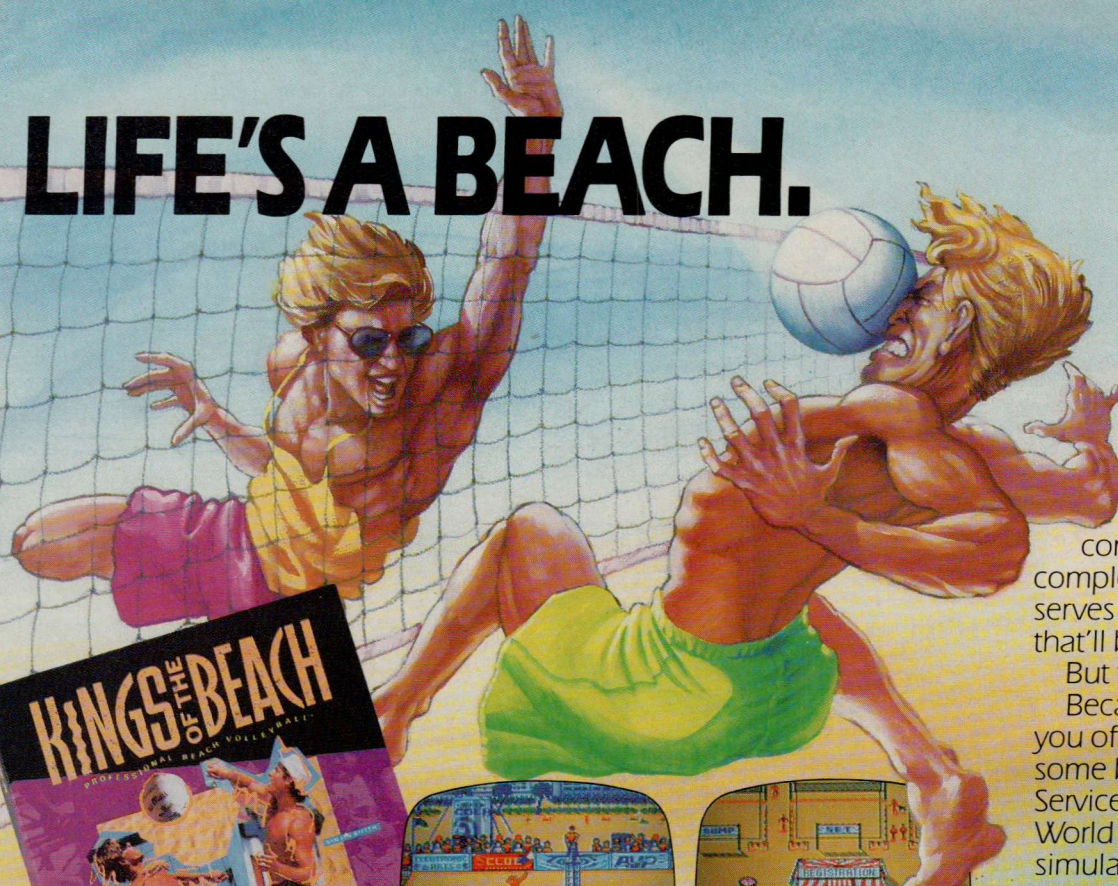
- **Power Jumping:** A great skill when you need to dodge bullets or mount sneak attacks.
- **Hidden Doors:** Behind them, find hostages, additional weapons and ammunition.
- **Secret Communique:** As you advance through the 8 levels, you'll uncover the message--and the dreaded Drug Lord.
- **Bombs:** Handed off by a fellow agent, use these to escape to a more challenging level.
- **Spectacular Graphics:** Sensational graphics make South America's dangers come alive!



3303 Scott Blvd. Santa Clara, CA 95054 (408) 727-0400

Code Name: Viper is a trademark of Capcom U.S.A., Inc. Capcom is a registered trademark of Capcom U.S.A., Inc.
CIRCLE #102 ON READER SERVICE CARD.

LIFE'S A BEACH.



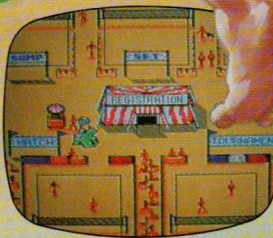
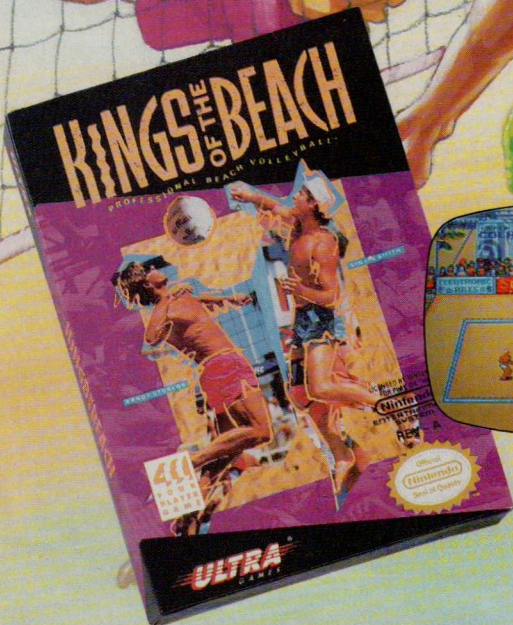
If you think things are tough now, wait till you get hit upside the head by Ultra's Kings of the Beach Professional Beach Volleyball™ for Nintendo®.

Up to 4 players can compete in this slam-fest, complete with spikes, digs, jump serves and a mighty Kong block that'll bury you in the sand.

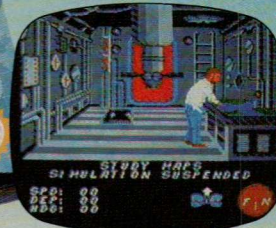
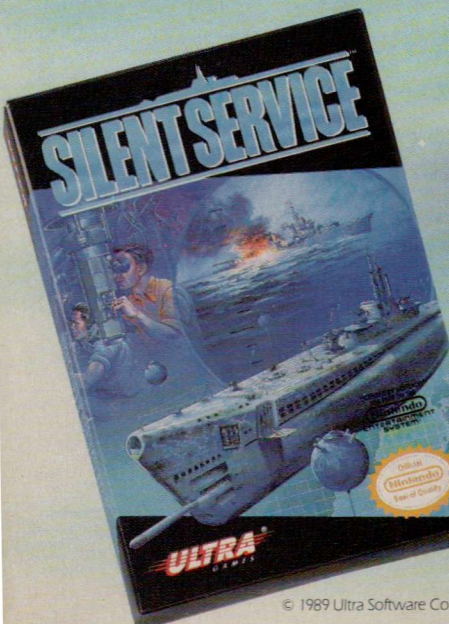
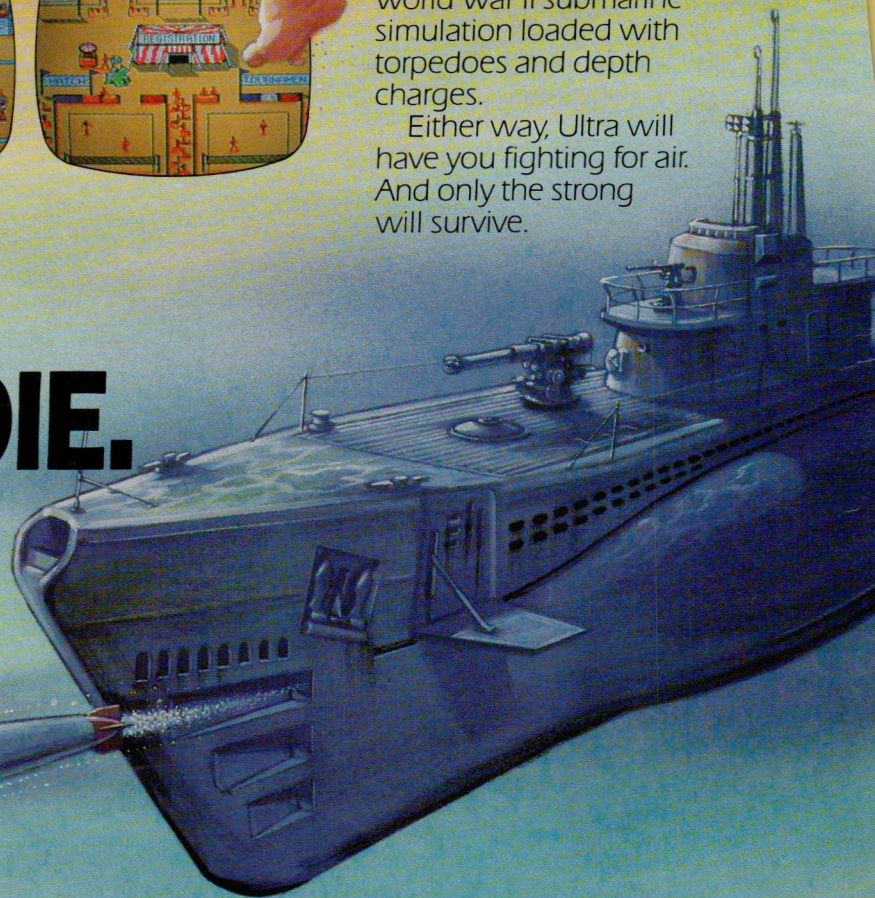
But that's just the half of it!

Because Ultra is also shipping you off to the South Pacific for some brutal combat in Silent Service™, the super-realistic World War II submarine simulation loaded with torpedoes and depth charges.

Either way, Ultra will have you fighting for air. And only the strong will survive.



THEN YOU DIE.



Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation. Kings of the Beach Professional Beach Volleyball™ is a trademark of Electronic Arts. Silent Service™ is a trademark of MicroProse Software Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

ULTRA
GAMES

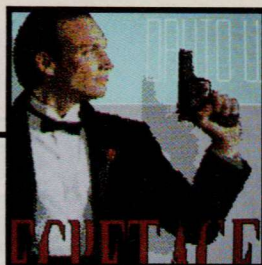
© 1989 Ultra Software Corporation, 900 Deerfield Parkway, Buffalo Grove, IL 60089-4510, (708) 215-5111.

CIRCLE #103 ON READER SERVICE CARD.

Cover: NEC's mad scientists have been working hard at shrinking down the TurboGrafx-16 into a handheld package. Will it hit our shores before Christmas? Turn to page 56 to find out what the plans are for this wonderful machine.

Cover Art: Alan Hunter

c o n t e n t s



JULY 1990



FEATURES

24

VG&CE'S GAME BOY BUYER'S GUIDE

by Marshal M. Rosenthal
and Donn Nauert

Suddenly, there are tons of games available for Nintendo's portable game machine. To help you sort through all the choices, we've put together a survey of the new and upcoming Game Boy cartridges.

56

THE TURBOGRAFX-16 GOES INTO THE SHRINKING MACHINE

by Andy Eddy

At press time, word reached us about the changing status of the TurboGrafx-16 portable machine. VG&CE takes you behind closed doors to see what it looks and acts like.

62

BATMAN STRATEGY GUIDE, PART II

by Andy Eddy and Donn Nauert

This second and final tutorial will lead you through the final levels of this exciting game, right up to your confrontation with the Joker himself. Don't give up.

™ & © 1964 DC Comics Inc.

™ & © 1989 DC Comics Inc.

70

THE QUEST FOR SKY CASTLE: A PLAYER'S GUIDE TO ALEX KIDD IN THE ENCHANTED CASTLE

by Clayton Walnum

This detailed guide will help you find your way to Sky Castle in yet another Alex Kidd adventure, this time for the Sega Genesis.

108

AROUND THE BASES: A SURVEY OF ELECTRONIC BASEBALL

by Bill Kunkel & Arnie Katz

Of all the sporting endeavors in electronic gaming, baseball has been the most often attempted. If you don't know which one to get, our experts will help you decide.

138

STEPPING FORWARD, JIM NANGANO GETS READY FOR THE BIG TIME!

by Bill Kunkel

His name has been tied to some of the most popular computer games. Find out more about him in a behind-the-scenes look at this intrepid developer.



142

COMPUTER-GAME STRATEGIES

by Frank Tetro, Jr.

Joystick jams? Keyboard callouses? Mouse migraines? Sit back and pore over our tips on Bruce Lee Lives, Mean Streets and Bubble Bobble.



REVIEWS

38

VIDEO-GAME REVIEWS

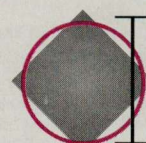
Air Diver, The Mafat Conspiracy, RBI Baseball 2, Target Renegade, Bad News Baseball, Psycho Fox, Crater Maze, Cyber Core, Rad Racer II and Super Hydride.



124

COMPUTER-GAME REVIEWS

Battle Squadron, Keef the Thief, Mechwarrior, Arkanoïd II: The Revenge of Doh, Nuclear War, Gunboat, Living Jigsaws and Harpoon.



DEPARTMENTS

EDITOR'S LETTER 6

READER MAIL 10

NEWS BITS 16

TIP SHEET 82

EASTER EGG HUNT 84

GAMING ON THE GO 88

YEA & NAY 92

DESTINATION ARCADIA 94

INSIDE GAMING 100

GAME DOCTOR 104

ADVERTISER INDEX 136

VIDEOGAMES & COMPUTER ENTERTAINMENT is published monthly by L.F.P. Inc., 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Copyright ©1990. All rights reserved. Nothing may be reproduced in whole or in part without written permission from the publisher. Return postage must accompany all manuscripts, drawings, disks, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. All rights reserved on entire contents. U.S. subscription: \$19.95 for 12 issues. Foreign subscription: Add \$10 per year. Single copy \$2.95. Change of address: six weeks advance notice and both old and new address are needed. POSTMASTER: Send change of address to VG&CE Magazine, P.O. Box 16927, North Hollywood, CA 91615. Address all advertising materials to: Paula Thornton—VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; (213) 858-7155. Nintendo is a Registered Trademark of Nintendo of America Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp.

VideoGames & Computer Entertainment

Published by L.F.P. Inc.

Editor-in-Chief
LEE PAPPAS

Executive Editor
ANDY EDDY

Art Director
MAXINE NAYLOR

Senior Editor
MICHAEL DIGREGORIO

Assistant Editor
DONN NAUERT

Assistant Art Director
CATHERINE RUNDELL DUNN

Computer Entertainment Editor
ARNIE KATZ

Computer Entertainment Associate Editor
BILL KUNKEL

News Editor
JOYCE WORLEY

Contributing Editor
CLAYTON WALNUM

Copy Chief
SARAH WEINBERG

Copy Editor
NORMA EDWARDS

Editorial Assistants
COLLEEN CREMORA
MAGGIE DEVICICH

Computer Graphics Department
DAVID BUCHANAN
QUITA SAXON
LARRY GANNON

Vice-President, Production
DONNA HAHNER

Production Assistant
GREGORY ROSATI

National Advertising Manager
JEFFREY EISENBERG
JE PUBLISHER'S REPRESENTATIVES

Address all inquiries:
6855 Santa Monica Blvd., Suite 302
Los Angeles, CA 90038
(213) 467-2266
Fax: (213) 462-0684

For advertising inquiries only:
(800) 678-9321

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
GREGG MITCHELL

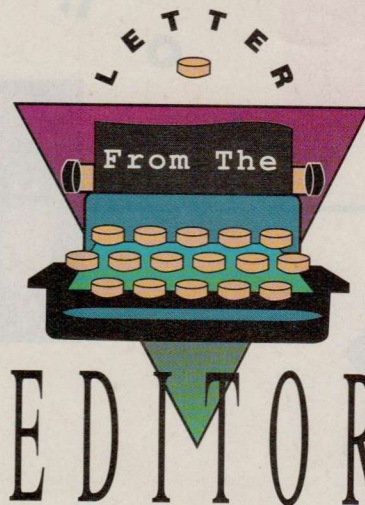
Vice-President, Sales and Marketing
JIM GUSTAFSON

Vice-President, Client Relations
VINCE DELMONTE

Subscriptions
IRENE GRADSTEIN
For subscription information call
(818) 760-8983.

Editorial Offices
9171 Wilshire Blvd., Suite 300,
Beverly Hills, CA 90210
(213) 858-7100
Fax: (213) 274-7985

ABC Membership Applied For.



It's been one of the most asked-about products in the video-game world: the TurboGrafx-16 portable. It's a pleasure that we can bring you pictures and information on it. Frankly, we're excited that the portable world has taken off this year and have upped our coverage accordingly. (For example, we've started a new column that will be devoted to portable gaming called *Gaming on the Go*.)

Unfortunately, two recent events stole a great deal of my excitement. First, VG&CE received a letter from a reader who claimed our magazine was hypocritical. He felt that we did too much "Nintendo bashing" while getting paid to advertise its products.

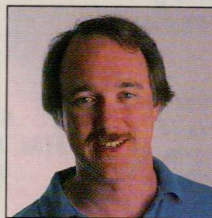
Normally, my demanding schedule doesn't allow me to personally respond to each letter we receive, but I felt strongly enough about this accusation to phone. For the record, we've never received any ads (nor do we expect to) from Nintendo; the "Nintendo" ads this reader referred to were from the many Nintendo licensees that produce software for the NES and Game Boy.

However, even if Nintendo chose to advertise in VG&CE, it wouldn't deter us from criticizing their products or business practices if we felt they were negative. We've never felt that our role was to praise companies simply because they chose to buy an ad in our magazine. We create VG&CE for the reader, providing

news and information—positive or otherwise—that we feel the reader wants to hear about.

The second item, along similar lines, concerns the Nintendo World Championships, which we covered in the June issue. For some reason—though we feel it's tied to our Assistant Editor Donn Nauert's appearance at the first NWC—Nintendo chose to alter the official rules

after the Dallas event. The new rule states: "Professional video-game players and editors of video-game publications are...ineligible to compete." Not to cry over spilt milk—I think, at 32, my



days as a competitive player are past—if Nintendo is, as it said in an NWC press release, looking to "identify the best video-game players across the U.S. and Canada," it shouldn't exclude *anyone*. We certainly don't have any more winning secrets than a player who has already competed.

Also, there are reports of disqualifications over the use of certain techniques Nintendo feels lend an unfair advantage. Furthermore, there is nothing in the rules—at least the latest set we've seen—to deem these moves illegal.

Fiberglass poles upped the thrill in pole vaulting. The NWC, similarly, is a *skill* contest; it's sad that Nintendo is hiding its lack of preparation by changing the rules *ex post facto*.

—Andy Eddy, Executive Editor

GH**0**STBUSTERS II



ACTIVISION

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM™

The Slime is Rising Fast... Who Ya Gonna Call?

The Ghostbusters are Back! And Activision brings you the slimiest scenes from the blockbuster movie. Shift into high gear in your Ectomobile. Exterminate the paranormal pests at the courthouse. Pound the pavement with the Statue of Liberty. And slime Vigo at the Museum of Art before he rings in a nasty New Year!

- Hear the hottest bustin' tunes from the movie, including the "Ghostbusters Theme" and "Higher and Higher."
- Eight levels packed with hundreds of ghostly enemies.
- Digitized images of your favorite ghostbusting movie stars.

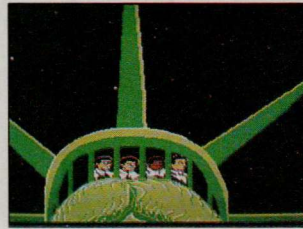
Now Available for
MS-DOS, C-64
& Amiga



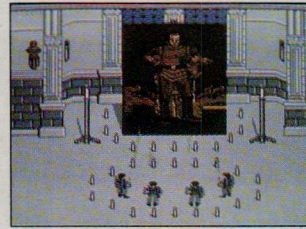
Ecto-1A's fully loaded. Super Zapper, Ghost Shield, Slime Blower, and more.



Tunnel underground and discover a river of oozing slime.



Torch some ghouls with Lady Liberty.



Hose down Vigo with a mood slime shower.

ACTIVISION

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM™

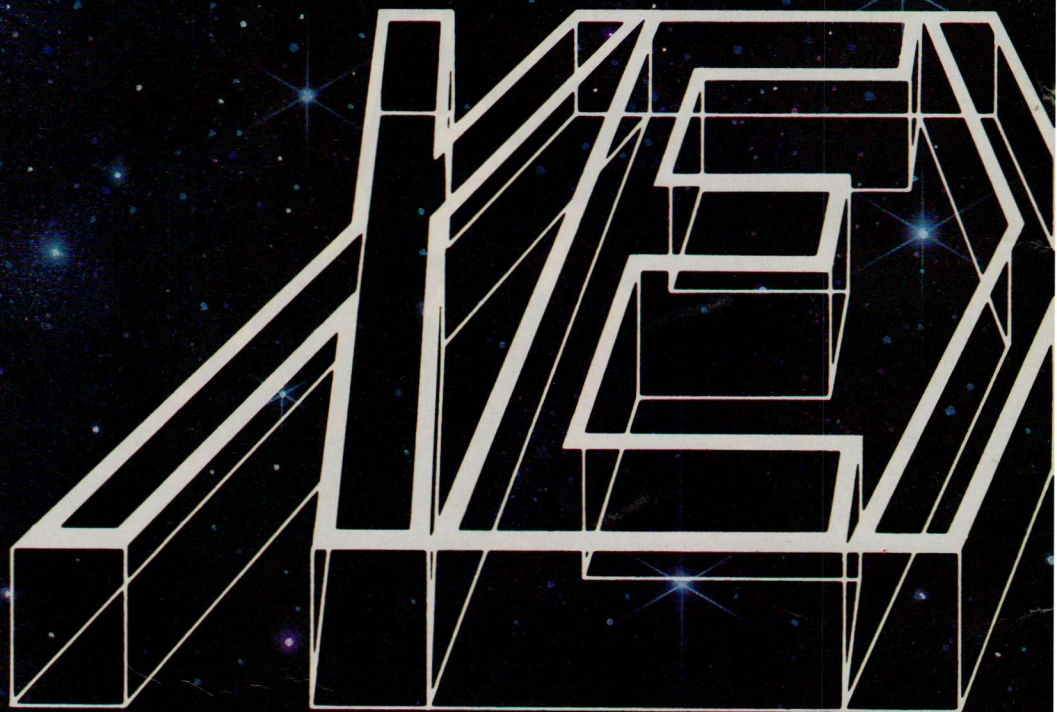


Ghostbusters™ II © 1989 Columbia Pictures Industries, Inc. All rights reserved. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

See your local retailer or call 1-800-227-6900 to order.

CIRCLE #104 ON READER SERVICE CARD.

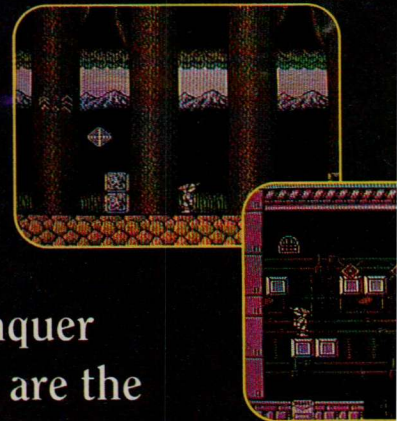
**Enjoy
Hudson**



S P A C E A D

The Future Is Now. The Challenge

The future in gaming has arrived! At last, a space adventure with loads of action, dynamite graphics, and fantastic challenges at every level. ■ The year's 2777. A time of terror. XEXYZ, a peaceful world kingdom, is attacked from deepest space by bizarre and bloodthirsty mechanical beasts out to conquer the earth! ■ Yet there's still hope! And you're it. *You* are the one Star Warrior who dares to battle the robotic monsters and their empire. Only you can save the planet!



ADVENTURE

ge Is Real. The Game Is XEXYZ.

But be careful. You'll need all your courage and cunning to succeed. Otherwise, the entire human race is doomed to extinction!

So get ready, Star Warrior. Play XEXYZ, live XEXYZ. Look for it today at your favorite video store.

The future is now.



HUDSON GROUP

HUDSON SOFT®

Hudson Soft USA, Inc., 400 Oyster Point Blvd., S-515
South San Francisco, CA 94080 • Tel: 415-495-HINT

Hudson Soft® is a trademark of Hudson Soft Co., Ltd. XEXYZ™ is a trademark of Hudson Soft USA, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

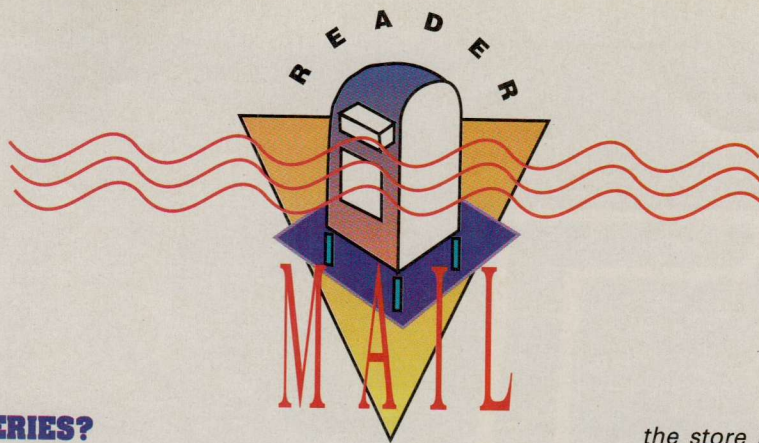
CIRCLE #105 ON READER SERVICE CARD.

LICENSED BY NINTENDO
FOR PLAY WITH THE

Nintendo

ENTERTAINMENT
SYSTEM





NEW-SYSTEM QUERIES?

Dear VG&CE:

I have two questions. First, is the Konix Multi-System a computer or a video-entertainment system? Second, are its graphics as good as today's Sega Genesis?

—Walter Costello
North Ft. Meyers, Florida

Dear VG&CE:

I'd like to say that you're the only video-game magazine I've seen that isn't in favor of any one video-game system. Here's my question: Why isn't Nintendo releasing the Super Famicom? Sales are bound to decrease from the effect of other high-quality machines, and they've bragged about it in *Nintendo Power*. So why are they holding back?

—Jason Diaz
El Paso, Texas

We wrote about the Konix Multi-System in the November 1989 and March 1990 issues, but, unfortunately, that's all the information we have so far. It looks to be a dedicated disk-based video-game system—no keyboard has been shown yet—but don't rule anything out because it's a powerful piece of hardware. No date has been set for an American release.

On the Nintendo front, according to our sources, Nintendo has taken the Super Famicom back to the drawing board for upgrades. At first, the system was believed to be equal to the P.C. Engine and Mega Drive (the Japanese version of the TurboGrafx-16 and Genesis, respectively). We're sure Nintendo decided that the video-game players of the world would want something more than just another game system. Expect the Super Famicom to be released sometime

around spring of 1991 in Japan and by Christmas of '91 here in America, though some of our recent contacts have put the American release at sometime in 1992! Lots of industry people say that this is too long for Nintendo to wait. We'll have to see what happens, because Nintendo won't make any comments one way or the other.

MAYBE 11 OR 12 BITS, BUT DEFINITELY NOT 16

Dear VG&CE:

What with all the fuss about Nintendo's 16-bit Super Famicom, here's something that should turn a few heads. Recently, I was flipping through an old issue (September 1989) of an imported U.K. gaming magazine when an advertisement for an electronics store caught my eye. The reason this ad stood out so much was because it was advertising "the new 12-bit Nintendo!" 12-bit? What happened to 16-bit? I thought my vision was impaired due to the large amount of games I play, but a second look proved it. I'm begging you to get to the bottom of this! I've lost too many hours of sleep over this elusive machine.

—Graham McLeod
Lakefield, Ontario, Canada

We were a little puzzled as well, especially when we called the store and they said they had one—and over 800 games for it. Our contacts in England checked into this for us and came up with this: The company apparently got their numbers mixed-up, and what

the store is advertising is the regular 8-bit Famicom (the Japanese version of the venerable Nintendo Entertainment System).

TURBOGRAFX-16 SOFTWARE UPDATE

Dear VG&CE:

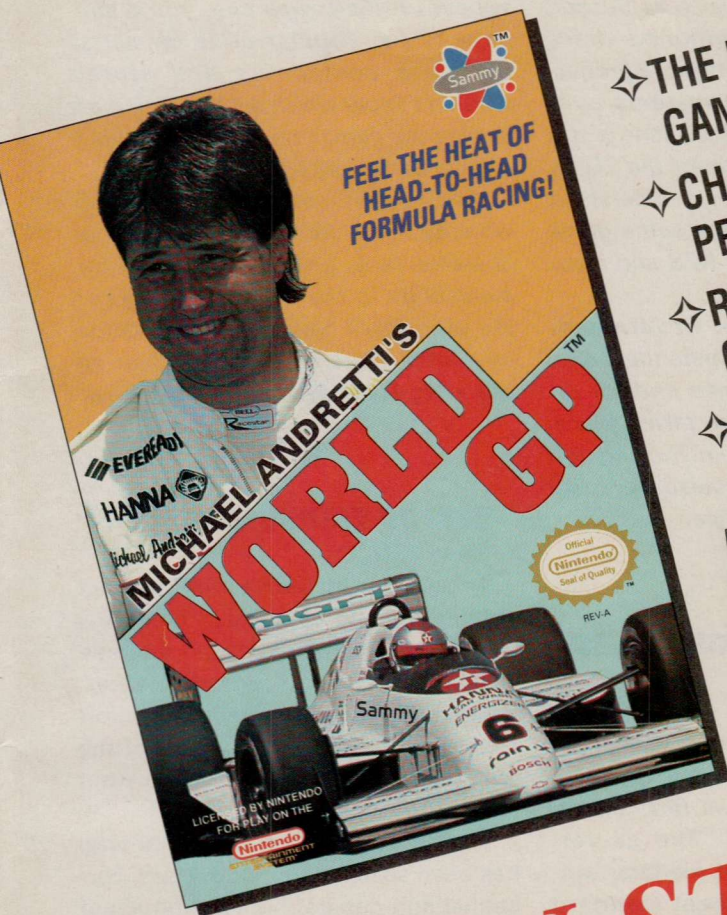
It's quite ironic that I would read your *Letter From the Editor* (VG&CE, March '90) one day after receiving a call from NEC regarding a letter I had written to them concerning the TurboGrafx-16, its software and its marketing. VG&CE also received a similar letter in reference to the TG-16.

The gentleman I spoke with explained that licensing games for the U.S. market has been made very complicated by the legal maneuvering of Nintendo. NES licensees have been extremely reluctant to license games for the TG-16 and the Genesis for fear of having their NES license canceled.

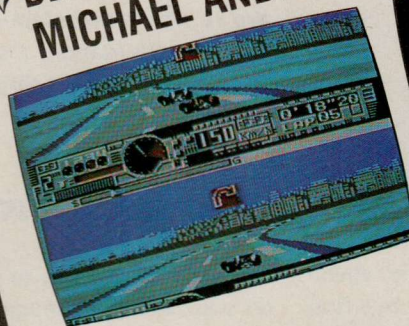
I mentioned *Twin Cobra* from Taito to the NEC spokesman. He said that NEC is negotiating with Taito presently, but most likely (if a contract is signed) there will be one or two games currently unheard of in the U.S. showing up on our shelves. Even a corporation the size of Taito is reluctant to "bump heads" with Nintendo!

In contrast, he said that negotiations are almost completed with Tengen for ten Atari coin-op translations. Of course, Tengen is not bound by the Nintendo stranglehold. Further, it's also quite evident that Tengen/Atari Games is being drained financially by

Letters to be considered for publication should be addressed to *Reader Mail, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210*. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.



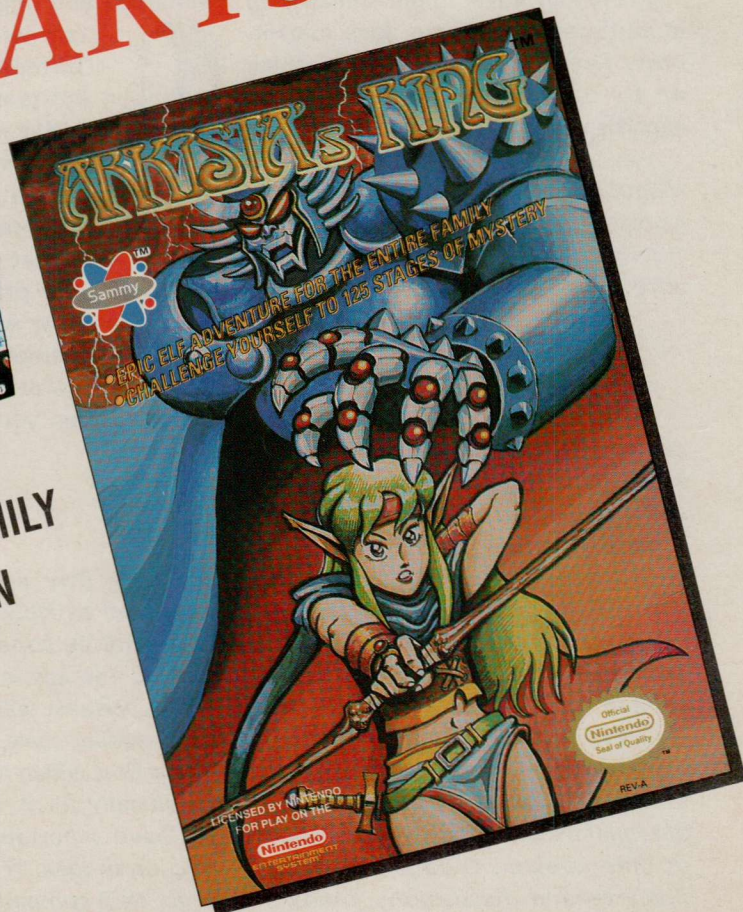
- ✦ THE MOST ADVANCED DRIVING GAME EVER DEVELOPED FOR THE NES!
- ✦ CHALLENGE 16 RADICAL WORLD GRAND PRIX COURSES!
- ✦ RACE AGAINST TIME, ANOTHER PLAYER, OR A PRO RACER!
- ✦ BE PERSONALLY GUIDED BY MICHAEL ANDRETTI!



THE FUN STARTS NOW!



- ✦ 125 LEVELS TO EXPLORE AND MASTER
- ✦ EPIC ADVENTURE FOR THE ENTIRE FAMILY
- ✦ DISCOVER THE POWERS OF THE ELVEN TREASURES



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501
Phone: (213) 320-7167

CIRCLE #106 ON READER SERVICE CARD.

Sammy™, WORLD GP™ AND ARKISTA'S RING™ are trademarks of American Sammy Corporation. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

tangling with Nintendo in court.

All in all, I'm convinced that Nintendo is doing everything possible to limit fair competition in the U.S. marketplace. It may be "shady" in the sense that it has utilized very sophisticated legal maneuvers to stifle the competition.

I truly believe that if corporations such as Taito, Capcom, Konami, etc., had the legal "free hand" to simultaneously release games such as *Castlevania 2*, *Strider* or *Twin Cobra*, Nintendo might not have such a vicious stranglehold on the current video-game market.

Ideally, the computer game arena regularly sees the multiple release of many top-notch and just "regular" games. It should be the same with video games, as it is in Japan.

Nintendo definitely needs to be de-regulated! I give it full credit for reviving an almost-dead market, but that has allowed it free rein to totally mold the rules of the game in the U.S. to its profitability.

I think our government should step in and promote a more open marketplace. Let each company rise and fall on its own merits and marketing expertise.

I'm looking forward to playing *MegaMan* or *Super C* on my TG-16. And congratulations on being the "relayer" of the gamers' opinions. It's time for free enterprise!

—Brian Johnson
Riverdale, Illinois

Thanks for offering your opinions and your support, Brian. Indeed, as we have said previously, we feel that there are some shady goings-on in the American video-game marketplace, but it's very hard to prove. Intimidation, if it is taking place, is an effective way of curtailing criticism though difficult to determine. The old line, which may be a credo for third-party NES licensees, is, "Don't bite the hand that feeds you." None of these companies want to take a chance at losing their slice of the multi-billion dollar pie that Nintendo has cooked, though, from our research and discussions, many of them are constantly looking at the situation. After all, many of the NES

licensees in the U.S.—such as Sunsoft and Taito, as you mentioned—have Japanese counterparts that are producing games for other systems over there. It's natural for translations of this software to appear here for the TG-16, Genesis and Lynx, but we understand that contracts restrict the same game from appearing on the NES and other systems simultaneously.

Hopefully, the U.S. Government will successfully investigate the industry and determine once and for all whether dirty deeds are taking place. We're not interested in hurting the video-game market; instead we'd like to see it continue to thrive.

PLANNING FOR PORTABLES

Dear VG&CE:

First, I would like to commend you on your excellent magazine. Second, I have a question about your article in the February 1990 *News Bits* column (page 18). It reads: "The as-yet-unnamed and unpriced modular system will accept standard TurboGrafx-16 cartridges." I'm really looking forward to this new portable. But if I don't own a TG-16 console and I purchase a portable, since the portable will accept standard TG-16 games, does that mean I would have to pay regular price for them? That would be pretty expensive, don't you think? For example: Nintendo's Game Boy has separate cartridges for half the price. Can you help me with this problem?

—Garrett Blahunka
Whiting, Indiana

Game Boy software is not as advanced as NES software, and certainly not as sophisticated as TG-16 games. The key is that the proposed TG-16 portable will play TG-16 games on a smaller scale, as opposed to the Game Boy, which has software written specifically for it. Nintendo does not yet have a portable that will accept NES cartridges. (There has been talk of an NES-compatible portable in the works from another company, though rumors tell us that it may never

appear.) If there was one, you'd still have to pay regular price for carts. Software companies and stores wouldn't know which system you plan to play the games on, so they couldn't offer separate prices.

From Japan comes news that the working name for the TG-16 portable is Game Tank, and it's still slated for availability in the U.S. by the end of the year. (We'll have more information in a later issue of VG&CE.) Plan on spending about \$250 for this machine.

HOW DO THINGS DEVELOP?

Dear VG&CE:

I read your magazine with frequent enthusiasm and appreciate the efforts you go through to keep us advised about the computer-game market. However, I have not seen much information regarding another sect of the gaming world: those of us who want to write those games.

I am a computer professional who has been searching for addresses, personnel and general background about some of the more "well-known" game manufacturers, like Sega, Atari, Konami, Acclaim and Capcom, with the hopes of determining employment opportunities with them.

What do you recommend that an enthusiastic programmer do to develop connections with these companies?

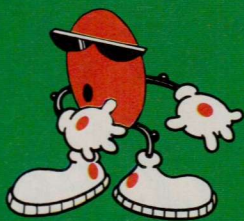
—Kenneth Crow
San Antonio, Texas

The Inside Gaming column in our November 1989 issue had good, though humbling, advice for budding game designers. However, if you want to program games, it's best to send a résumé to a company's personnel director. The address for a game company can generally be found on its game boxes or in the documentation, though our December 1989 issue contained a detailed list. 📌

Correction

"Military Madness Strategy Guide" (May 1990) contained an error. For Stage 3 on the second moon, the code is LIP-TUS, not LIPTOS.

DISCOVER THE MOST ADDICTING STRATEGY GAME SINCE TETRIS™!



From the publishers of Monopoly®, Scrabble®, Risk™, and Clue Master Detective™, now comes the newest in addicting strategy games.

Featuring:

- 1, 2, 3, and 4 player modes
- 9 skill levels for a never-ending challenge
- An "on-screen" custom playfield designer plus an additional 512 pre-programmed playfields
- Commercial-quality animated graphics and sound

SPOT RATING: G.
Great entertainment
for the whole family.

*"Be forewarned.
It's addicting!"*

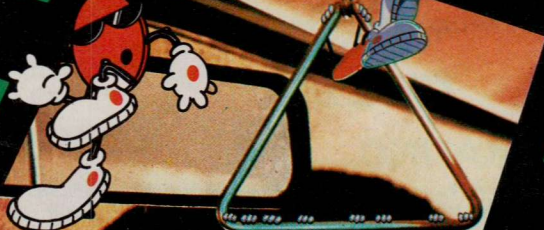
PC GAMES
MAGAZINE



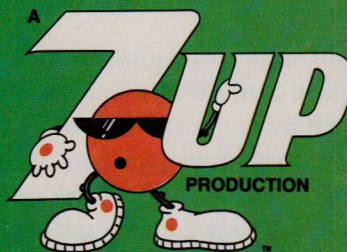
SPOT

TM

THE COMPUTER GAME!



Now...
playing on
a Computer
near you!



VIRGIN MASTERTRONIC, INC.
18001 Cowan Street, Suite A, Irvine, CA 92714 Tel (714) 833-8710

Monopoly© Produced under license from Parker Brothers, division of Tonka Corporation.
Scrabble© licensed by Selchow and Righter Company, a subsidiary of Coleco Industries Inc.
Risk© Used under license from Parker Brothers. Clue Master Detective© Produced under
license from Parker Brothers, division of Tonka Corporation, and Waddington Games Limited.
© 1990 Virgin Mastertronic, Inc. All rights reserved.
© Seven-Up, 7UP, SPOT name and character are trademarks identifying products of the
Seven-Up Company, Dallas, TX 1990.
TETRIS is a trademark of Academy Softelorg

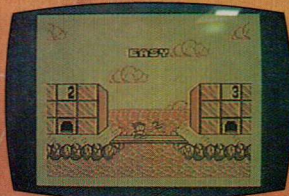
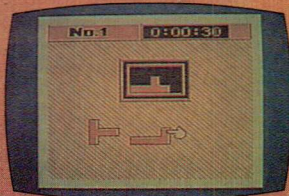
CIRCLE #107 ON READER SERVICE CARD.

Only the power of the mind can
Solve the puzzles of time



The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To master Daedalian Opus™ is to achieve the art of victory.

Daedalian Opus™ (dǎi-dā'lē·ən ō'pəs)



THIS GAME
IS LICENCED BY NINTENDO®
FOR PLAY ON THE

GAME BOY.



VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880
Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO
OF AMERICA INC. Daedalian Opus™ is a trademark of VIC TOKAI INC.
CIRCLE #108 ON READER SERVICE CARD.

VIC TOKAI INC.
P R E S E N T S

The \$100,000 Daedalian Opus™

SWEEPSTAKES & TOURNAMENT !!

- 400 prizes awarded each month!
- Five winners fly to Los Angeles!
- Winners compete in "Daedalian Opus™" Tournament!



SWEEPSTAKES

Each month, beginning July 15th, 1990, a drawing will determine 400 winners who will receive prizes including a Daedalian Opus™ jacket. The last drawing for the final 400 winners will occur on November 15th, 1990.

After the November winners have been drawn, all entries received from July through November will go into a new drawing for the Daedalian Opus™ tournament.

TOURNAMENT

Five entries will be drawn for the tournament. Each of these five winners will be awarded \$1000 cash, a trip for two to Los Angeles (hotel accommodations and meals are included), two tickets to Disneyland, a Light Boy accessory for use with Game Boy™, and a chance to compete against each other in the Daedalian Opus™ tournament at a CAPTRON World of Nintendo center.

TOURNAMENT PRIZES

The champion of the Daedalian Opus™ Tournament will win the following prizes:

- A 25 inch color television set
- A Nintendo Action Set®
- A Mountain bicycle
- The entire Vic Tokai line of NES® game paks



Hurry! Fill in the entry form for this month's sweepstakes and the Daedalian Opus Tournament!

The "Daedalian Opus" Sweepstakes and "Daedalian Opus" Tournament are not open to Vic TOKAI employees, sales representatives, and their families, nor are they open to those who have received privileged information regarding play on "Daedalian Opus" including but not limited to employees of this publication. All winners will be accepted after November 15th, 1990. Ticket sales subject to availability. Nintendo's Game Boy™ and Nintendo Action Set are registered trademarks of Nintendo of America, Inc.

CIRCLE #109 ON READER SERVICE CARD.

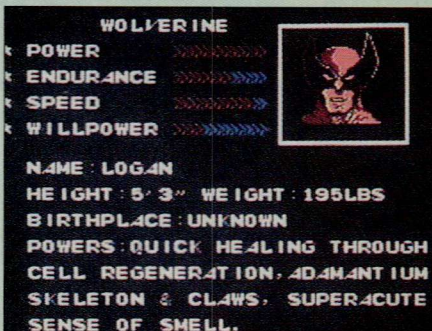
VIC TOKAI Sweepstakes 22904 Lockness Ave., Torrance, CA 90501

Man in the coupon below.

Name (Please Print) _____
Street _____
City _____ State _____ Zip _____
Phone _____
Age _____
Shirt Size _____
S M L XL

In a surprise move that doubled the company's number of licenses to produce NES cartridges, Acclaim Entertainment purchased all shares of LJN, Ltd. from its parent company, MCA, Inc. The purchase price, a combination of cash and Acclaim common stock, was undisclosed.

LJN was established roughly ten years ago as a toy company. Among its more successful products were a line of action figures featuring WWF wrestling stars. LJN is currently best known as a publisher of software for the Nintendo Entertainment System.



Along with LJN's other assets, Acclaim acquired the LJN product line of NES games including games based on popular movies such as *Back to the Future*, *A Nightmare on Elm Street*, *Beetlejuice*, *Roger Rabbit*; comic-book heroes such as Marvel's *X-Men*. The

Punisher and Spiderman; plus sports titles such as *NFL Football* and *Major League Baseball*. Acclaim also gained LJN's right to publish five additional NES game carts this year, bringing Acclaim's license to a total of ten NES titles per year.

According to Acclaim spokespersons, the company plans to divest itself of LJN's nonsoftware products, such as the Entertech water gun.

Fujitsu demonstrated their personal computer, the FM-Towns, at the Microsoft CD-ROM Conference in San Francisco. It was the second time the new computer has been publicly displayed in the U.S. The new computer went on sale in Japan about a year ago, and Fujitsu officials said they

wanted to update the U.S. electronic industry on applications for the FM-Towns.

The new computer is a 32-bit graphics workstation, with up to four

gigabytes of memory. In hires mode, it maps up to 1,024 by 512 pixels and displays 256 colors on-screen, from a palette of over 16 million hues. It's said to have arcade-quality video-hardware scrolling and allow control of over 1,024 sprites simultaneously. It has eight-channel PCM and six-channel FM high-fidelity stereo sound, MIDI (Musical Instrument Digital Interface) emulation control, microphone and headphone jacks, volume controls, game-control pads and mouse ports. So far, over 35,000 systems have been sold.

FM-Towns features one megabyte of RAM, one 3.5-inch 1MB disk drive and a built-in 540MB CD-ROM unit.

Fujitsu has not yet announced any release date for the personal computer in the U.S.

In a related story, Mediagenic has signed an agreement with Fujitsu, Ltd.,



of Japan to develop entertainment products for play on the FM-Towns. The first title available will be an FM-Towns version of *The Manhole*.

The Manhole is an exploration that covers over 600 interconnected rooms. The program starts with a view of a manhole that has a beanstalk growing out of it. The player can either descend into the manhole and explore an underground world, or climb up into the sky kingdom.

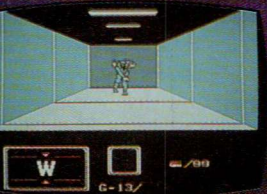
Various versions of *The Manhole* are also available for play on IBM and Macintosh computers.



Seismic, Inc., will support Sega's game consoles with games designed for play on the 16-bit Genesis machine and the Sega Master System, according to a recent announcement by the company. The Santa Clara, California, firm plans to ship at least three titles in time for summer gaming.

The first of the trio is *Super Hydride*, a role-playing

An encore performance!



**Golgo 13 is back in
The Mafat Conspiracy!
Top Secret Episode
knocked the wind out of
you; this one will blow
you away!**

THIS GAME
IS LICENCED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™



VIC TOKAI INC. 22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880
Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA, INC. The Mafat Conspiracy™ is a trademark of VIC TOKAI INC.

action game. Players choose their character (warrior, thief, monk or priest), then fight with different weapons.



Air Diver is a first-person air combat adventure, featuring cockpit, heads-up display and eight levels of difficulty. Players can do barrel rolls and loops, use the afterburners and attack enemies with heat-seeking missiles, in a 4 Meg game that is said to take full advantage of the 16-bit graphics. (See reviews of *Air Diver* and *Super Hydride* in *Video-Game Reviews* starting on page 38.)

R.C. Grand Prix is for the Sega 8-bit Master System. It boasts ten race courses. When the player wins races, the prize money can be used to upgrade the car with new battery, engine, tires or other speed-enhancing modifications.

Free Brochure Explains Batteries

Saft America has an informative brochure available free for the asking. Titled *One for All, All From One*, it contains a complete listing of all battery categories and descriptions of their applications.

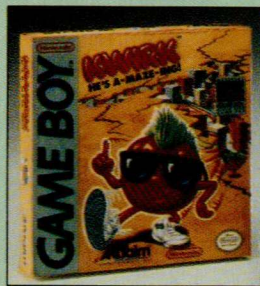


With the resurgence of electronic hand-held and other battery-using games and toys, a new line of specialized batteries has been introduced. To get a copy of the brochure, write SAFT America, Customer Service Dept., Portable Battery Division, 711 Industrial Blvd., Valdosta, GA 31601.

Game Boy Gets Classic Software Support

Three software companies have announced new titles for Game Boy, Nintendo's portable game system, including one that will make all veteran gamers smile with nostalgic glee.

It's true, a great game never dies: Taito has unveiled the Game Boy version of a venerable classic, *Space Invaders*. In this Hall of Fame



contest, gamers must blast away the marching aliens as they descend down the screen toward Earth.

Also from Taito is *Flipull*, a puzzler involving matching cubes, tricky patterns and 50 levels of play.

Acclaim has three new releases for Game Boy. First up is *Kwirk*, which stars a lovable hipster (a chilled tomato with a mohawk haircut) whose mission is to save his missing miss.

WWF Superstars features such WWF wrestlers as Hulk Hogan, Ultimate Warrior and Macho King Randy Savage, in arcade action. When linked with another unit, players can compete in double tag-team matches.

Acclaim's third Game Boy title is *Wizards & Warriors X: Fortress of Fear*. This latest *W & W* adventure sends the knight-warrior Kuros into the forest of Elrond, through ruins, up to the clouds and into eventual confrontation

with the evil wizard.

LJN, Ltd., has announced three new Game Boy titles. Now that LJN has been acquired, these games will be distributed by Acclaim. Titles include *NBA Basketball*, *The Amazing Spiderman* (licensed from the Marvel comic book) and *Beetlejuice*, based on the movie of the same name.

(See our "Game Boy Buyer's Guide," on page 24, for a complete rundown of all the Game Boy titles to be announced.)

Rad Lad DJ's Activision BBS

Mediagenic appointed a DJ to oversee the Activision BBS, a dedicated gaming bulletin-board system that gamers can contact for hints, sneak peeks at new games, contest information and general chitchat about gaming. The new DJ is responsible for maintaining the BBS and for dispensing information to the hundreds of players who contact the BBS each week for information about Activision products.

The bulletin board DJ goes by the nickname of "Rad"; he uses the handles "Radio Activision," "Radio Infocom" and "Radio Gamestar," depending on the brand discussed. Rad was born in Hackensack, New Jersey, but now lives in Silicon Valley, where he is active on GENie, Delphi, CompuServe, Quantum Link, PC Link, America Online and Connect, in addition to the Activision BBS. Asked about his work as BBS DJ, the valley boy put tongue firmly in cheek to remark: "I coalesce the vapors of human technology into a viable and logical style." On the subject of gaming in



general, his statement is one that applies to many in the industry: "It's my life."

Players with a modem and standard communications software can reach Rad weekdays on the Activision BBS at (415) 329-7684.

Frodo Lives!

Interplay's newest role-player tackles the Tolkien trilogy with top-flight graphics, sound and a new play system that should make adventuring in Middle Earth more realistic than ever before. Frodo will indeed live again, with the most vitality the hobbit has had anytime since he sailed into the West.

The Lord of the Rings, already the inspiration for many electronic and non-electronic games, is the focus of the new software currently under design by Brian (DragonWars, BattleChess, Neuromancer, Bard's Tale) Fargo and the Interplay creative crew. The initial game in the planned trilogy of titles covers the first book, *Fellowship of the Rings*.



Players will view the action on a variety of screens that provide overviews, maps, closeups and an action panel with an overhead view of the surrounding terrain, a closeup of the fellowship member under control and a bank of picture icons representing options available to that adventurer.

The game should be ready for release in late summer and on retailers' shelves for autumn gaming. It will first be programmed for IBM and compatibles,

and shortly after for Commodore 64/128. Versions for other computer systems will follow later.

Sierra Brings Dynamix On-Line

Sierra On-Line and Dynamix, Inc., have signed a letter of intent, which will consummate this summer, to let the California company acquire Dynamix. Terms of the pending sale have not been disclosed.

Dynamix captured industry kudos with the introduction of "3Space," a three-dimensional modeling and display system.

Dynamix's latest software hits, *A-10 Tank Killer* and *David Wolf: Secret Agent*, received critical acclaim for outstanding achievements in graphic presentation. (*David Wolf: Secret Agent* was voted Best Computer Game Sound and Graphics and *A-10 Tank Killer* won an Honorable Mention in the Best Computer Simulator category in VG&CE's *Best*



Games of 1989, [VG&CE, February 1990].)

Sierra president Ken Williams explained that the acquisition of Dynamix fits well into the strategic plans for the future of Sierra On-Line. "The Dynamix technologies not only provide superior entertainment products for today's computers," Williams began, "but offer a superior platform for the

development of optical-based products for the next generation of computer systems."

Dynamix President Jeffrey Tunnell said the new relationship with Sierra is "a terrific pooling of talents. Through our work over the last months with Sierra (on 3Space licensing), we have found that our development practices and the marketing philosophies of our two companies are very similar. I believe the two companies will work very well together."

Current plans call for Dynamix to continue operating as an independent entity in its Eugene, Oregon, headquarters. Sierra will take over responsibilities for distribution of all Dynamix products, which includes *A-10 Tank Killer* and *David Wolf: Secret Agent*, as well as four new Dynamix products to be ready by Christmas.

BDL Denied License for NES Portable

We have good news and bad news. The good news is that BDL Enterprises, a Nintendo third-party accessory licensee and maker of the Turbo Booster for the NES, has developed a prototype of a color portable that plays standard NES cartridges.

The bad news is that Nintendo has seen the product, but has denied BDL a license to sell the unit at this time. "Though we invested a tremendous amount of time and money," Bruce Lowry, BDL's executive vice president told us, "we're willing to honor Nintendo's wishes that it not be brought to market at this point. We're strongly behind Nintendo's marketing strategy."

Lowry confirmed that BDL had developed the system, which contains a 4" color LCD (Liquid Crystal Display) screen and has stereo sound, but also features additional circuitry to make it more stable and durable. Lowry also noted that they've

managed to boost the battery life to over 40 hours.

Apple Warranty Extended

Apple Computer, Inc. has extended the warranty on all Apple products to one year, effective with all hardware products that were purchased since January 1, 1990.

Up until this announcement, Apple only offered a 90-day warranty. Customer pressure and computer-magazine lobbying has been credited for the change, which adds an estimated \$30 million per year to Apple's operating expenses.

The new warranty applies to all Apple and Apple Macintosh computers, disk drives, printers and all related hardware items.

Game Counselor Dies in Crash

Word just reached VG&CE about a death in the electronic gaming industry.



Thomas Paul Grice, the well-known games master and counselor for Vic Tokai, was killed in a

small plane crash on January 12, 1990. Tom was 21 when he died.

The accident occurred when Tom was on his way to a ski outing in Mammoth, California, accompanied by his father, Thomas Gregory Grice, and his best friend, Bill Telas, 25, both of whom also perished in the crash.

Tom was born in Hayward, California, but grew up in Bountiful, Utah. He attended Alta High School in Sandy, Utah. In the entertainment-software

industry, he was best known as the author of *Tom's Tips & Tricks*, a regular column in the Vic Tokai newsletter.

Tom is survived by his mother, Arlene Elggren Grice, and several brothers and sisters.

Top Coin-Ops of March 1990

Figures courtesy of *Replay* magazine, based on an earnings-opinion poll of operators.



Best Upright Videos

1. *Teenage Mutant Ninja Turtles* by Konami
2. *Hard Drivin'* by Atari
3. *Cyberball 2072* by Atari
4. *Beast Busters* by SNK
5. *Off Road* by Leland
6. *All American Football* by Leland
7. *Final Lap* by Atari
8. *Operation Thunderbolt* by Taito
9. *S.T.U.N. Runner* by Atari
10. *Midnight Resistance* by Data East



Best Coin-Op Software

1. *Final Fight* by Capcom
2. *WWF Superstars* by American Technos
3. *Badlands* by Atari
4. *Toki* by Fabtek
5. *Dragon Breed* by Irem
6. *Golden Axe* by Sega
7. *Shadow Dancer* by Sega
8. *Task Force Harrier* by American Sammy

NEVER BEFORE HAS A FORCE OF ONE BEEN SO POWERFUL!



PUT THE FORCE OF ONE ON YOUR WALL!

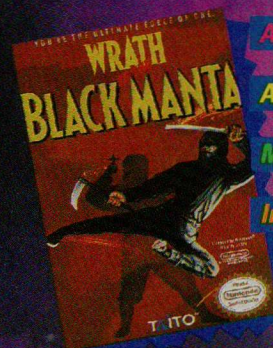
Send for your FREE Black Manta poster today! Quantities are limited. Write to:
Black Manta Poster
Taito Software, Inc.
P.O. Box 1439
Bothwell, WA 98011

INTRODUCING

WRATH OF THE BLACK MANTA

Crime and kidnapping have put a death grip on New York, Tokyo and Rio. A solitary figure strives to squelch the misguided dealings of a bunch of underhanded terrorists bent on kidnapping innocent kids. Only the Black Manta possesses the powers that can save them.

- * Master the awesome power of ten magical, Ninpo martial arts
- * Gather clues that allow you to track down El Toro, the evil drug lord
- * Exterminate international terrorists
- * Sensational color graphics
- * Exciting soundtrack
- * Furiously challenging



Action!

Adventure!

Mystery!

Intrigue!

TAITO
THE ONLY GAME IN TOWN.™

As Seen At The



Rated 4 out of 5 for graphics and sound, challenge and theme/fun on the Power Player Meter!

Nintendo Power,
March/April 1990

Licensed by Nintendo®
for play on the

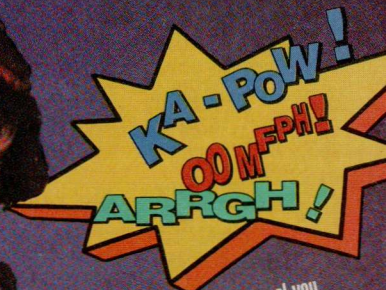
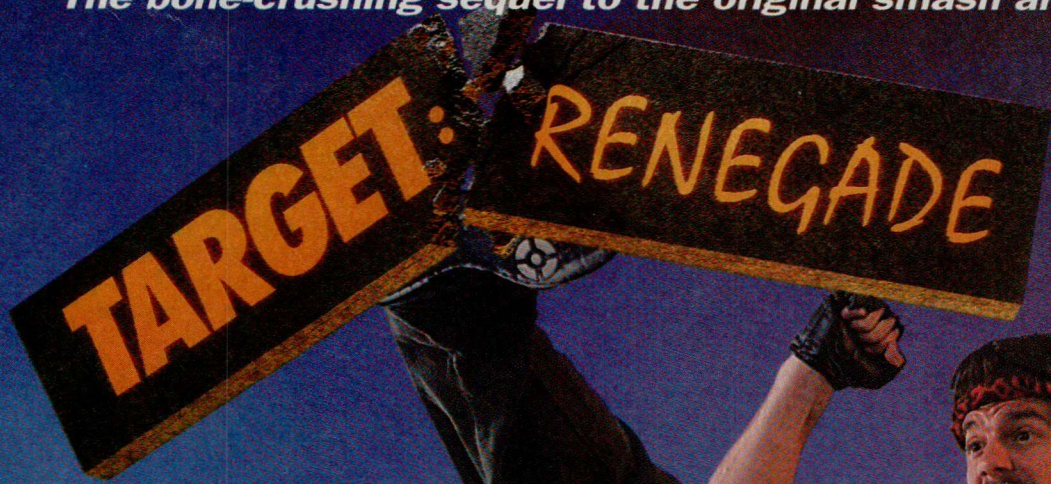
Nintendo
Official
Game of the Year

267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct in the U.S. or Canada by calling toll-free 1-800-937-0015. Taito®, Taito Times™, The Only Game in Town™, Bubble Bobble®, Demon Sword™ and Wrath of the Black Manta™ are trademarks of Taito America Corporation. Taito © 1990. All rights reserved. Nintendo®, Nintendo Entertainment System®, Nintendo Power™, and Nintendo World Championships™ are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.

CIRCLE #111 ON READER SERVICE CARD.

You've got the strength. You've got the moves. You are the weapon!

The bone-crushing sequel to the original smash arcade hit, *Renegade*.



Sound effects so real you can feel the punches. A soundtrack so hot your ears will burn!



Put the brakes on the Skate Lords' boards.



Throw a wrench in the Sleazy Rider's motorcycle mayhem.



Face double-edge danger against the Dagger Dudes.



- More levels
- More screens
- More action



ACHILLES
All the charm of a used tire iron and a mean streak to back it up.



SIGGY
Don't let those baby blues fool you. This woman's dangerous!



BIG BOB
Look at him wrong and he'll pummel you into oblivion.

Graphics so real their looks could kill!

TAITO
THE ONLY GAME IN TOWN™

Licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM

267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct from anywhere in the U.S. or Canada by calling toll-free, 1-800-937-0015. Taito® and The Only Game in Town™ are trademarks of Taito America Corporation. Taito © 1990. All rights reserved. Target: Renegade™ is a trademark of Ocean Software Ltd. Nintendo®, Nintendo Entertainment System® and the official seal are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.



9. *Caliber-50* by Romstar
10. *U. N. Squadron* by Capcom

Best New Uprights

1. *Winning Run* by Namco/Belam
2. *Klax* by Atari
3. *Metal Hawk* by Namco/Belam

Free Catalog for Mac Users

Educorp has a 288-page encyclopedia of software, hardware, CD-ROM products and accessories for Macintosh computers. To get a free copy, which includes over 7,000 program descriptions, call Educorp at (800) 843-9497.

What's Hot in the Land of the Rising Sun

Here are the top coin-op games in Japan during the month of February, courtesy of *Game Machine* magazine.

Top Cocktail Model Machines

1. *Final Fight* by Capcom
2. *Tetris* by Sega
3. *Bloxxed* by Sega
4. *Capcom World* by Capcom
5. *Shadow Dancer* by Sega
6. *S.A.R.* by SNK
7. *Super Formula* by Video Sys./Taito
8. *Super Masters* by Sega
9. *World Cup '90* by Tecmo
10. *Gradius III* by Konami

Top Upright & Cockpit Machines

1. *Line of Fire* by Sega
2. *Final Lap (Deluxe)* by Atari/Namco
3. *Big Run* by Jaleco
4. *Beast Busters* by SNK
5. *Winning Run-Suzuka GP* by Namco
6. *Four Trax* by Namco
7. *Super Monaco GP (Deluxe)* by Sega
8. *Final Lap* by Namco
9. *Hard Drivin'* by Atari/Namco
10. *S.C.I.* by Taito

NESer Sues Over Baseball Game

Clark Thiemann, age nine, has sued Nintendo of

America, LJN Toys, Ltd., and Major League Productions, alleging that the baseball video-game cartridge he purchased for play on his Nintendo did not live up to his expectations. The Westport, Connecticut, gamer claims that the advertising and box copy for LJN's *Major League Baseball* contained untrue promises. He sued the three companies, seeking to stop production and sale of the game and asking for return of the \$40 paid for the cartridge.

According to his father, Nick Thiemann, an attorney, Clark expected to be able to manage a team of real players and real teams. Clark says the game doesn't provide enough information for compu-managers.

Nintendo licensed the game for play, LJN manufactured it and Major League Baseball endorsed it; therefore the suit was levied against all three companies, under the Connecticut Consumer Unfair Trade Practices laws. The three companies will be defended in court by the same council. At a February hearing, Nintendo petitioned for removal of the case to Federal Court, which has jurisdiction in cases where over \$50,000 is at stake.

The defendants had no comments about the case, and no trial date has been established yet.

Software Sellers for January

Here's SoftKat's list of last winter's best-selling entertainment disks, based on January sales.

Title/Publisher

F-19 Stealth Fighter/MicroProse
The Duel: Test Drive III/Accolade
Red Storm Rising/MicroProse
Jack Nicklaus' 18 Holes of Golf/Accolade
Vette!/Spectrum Holobyte
Midnight Rescue/The Learning Company

Leisure Suit Larry III/Sierra On-Line
Mean Streets/Access Battle Chess/Mediagenic
Space Quest III/Sierra On-Line

Toy Company Cashes in on Mario

Playtime Products introduced a new line of Mario Bros.-based products at New York's Toy Fair. The Playtime line now includes such Nintendo-related products as Super Mario Bros. Cassette Recorder with Sing-a-Long Mike, Super Mario Bros. AM Radio with S.A.L. Mike, Super Mario Bros. AM Radio with Earphones and the Super Mario Bros. FM Radio & Headset.

In addition to the four audio units, Playtime also has flipper games based on the Nintendo heroes. Super Mario Bros. Triple Flipper Electronic Pinball boasts triple-flipper controls, digital scoring and a realistic playfield and backboard. Two new units are sized for smaller folks: Super Mario Bros. Shoot and Score and Super Mario Bros. Mario's Revenge are both target games that require the gamer to flip balls into the correct pockets.

The Playtime Mario Bros. units are all battery-operated.

Publisher Offers Free Try-Out Games

Scott Miller, president of Apogee Software, says he is firmly committed to the user-supported software market, and he's putting his games where his mouth is. Apogee's special "Try Our Software" offer provides a free packet to anyone who requests one before October 1990 and includes \$3 to cover the cost of the postage, disk and handling. The offer contains instruction sheets and an IBM-compatible disk with two entertainment programs.

The Lost Adventures of Kroz is the seventh volume

in the *Kroz* series, four of which were published in disk magazines. The player must survive 75 rooms of traps, creatures and other hazards, each with its own peculiar puzzle. There's a hidden message somewhere in the game, and the first 100 players to report it back to the company get a "Master *Kroz* Player" certificate.

Word Whiz, the second program on the free disk, is a quiz game that tests knowledge of the English language. Questions have multiple-choice answers, and the program is said to be suitable for use as either entertainment or education.

To order yours: Send a check or money order for \$3 to Apogee Software, 4206 Mayflower, Garland, TX 75043.

EA Hits Video-Game Market in Force

In late-breaking news, Electronic Arts and Nintendo of America jointly announced that EA has signed a licensing agreement to develop and market NES games. EA had only previously been involved in the NES market by licensing its products to others for development.

EA has already finished development of its first NES product, titled *Skate or Die 2*, under this agreement. This game is a sequel to the popular skateboarding contest for computers and the NES.

On May 15, EA also announced the introduction of three new video games on the Sega Genesis, two of which, in fact, should be shipping as you read this. *Budokan*, a martial-arts battle, and *Populous*, VG&CE's 1989 Computer Game of the Year, have June release dates. *Zany Golf*, the miniature-golf game that VG&CE voted 1989's Best Computer Sports Simulation, will come out in August.

We'll take a more in-depth look into EA's video-game development in our next issue. 📖

MASTER THE POWER

IN A LAND OF IMPOSSIBLE EVILS . . .

the classic struggle between good and evil comes to life. Mixed with magic and the latest computer technology, a spell-binding game for your Nintendo Entertainment System® is born!

As the hero warrior Victar, you will battle Wizards, Troglodytes, and Undead Souls. Master 7 levels and 3 worlds in your quest to conquer the demons of the Dark Lord. Traverse chasms of fire and mountains of doom to confront the fiendish Gatekeeper.

Actual Nintendo Entertainment System Screens



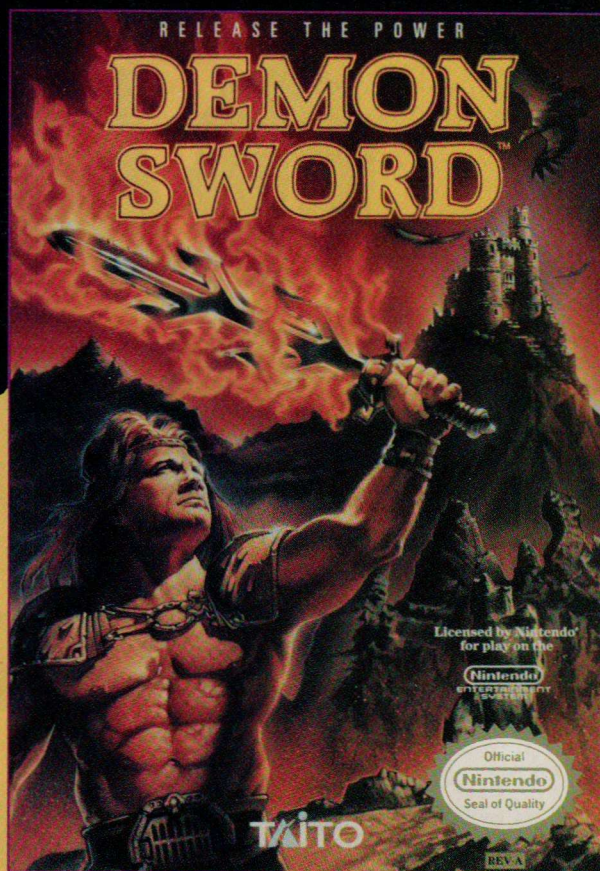
Beware the wrath of the Old Wizard of Cedar Mountain.



Brave the broken bridges and terrifying chasms of Bamboo Forest.



The magic of the Phoenix can save your life!



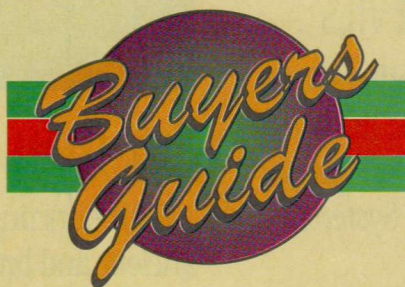
RISK IT ALL

With cunning and skill you wield the ancient and broken Demon Sword™. To defeat the evil forces ruling the land, you must recover the Sword's missing pieces and restore its mystical power. The journey is long and the way is hard. Gather your courage, grasp your blade, and release the power that is yours to control!

TAITO™

Nintendo has evaluated the quality of this product. Licensed by Nintendo® for play on the Nintendo Entertainment System®. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito® and Demon Sword™ are trademarks of Taito America Corporation. Copyright © 1989 Taito America Corporation. All Rights Reserved.

GAME BOY



by **Marshal M. Rosenthal and Donn Nauert**

Sadly, in the months subsequent to Nintendo's release of the Game Boy in America, only a few cartridges became available for sale. It took a while for any companies to make announcements on new Game Boy products, but now over 30 companies are producing carts for the Game Boy, with more licensees taking the plunge every time we look around. And we're not just seeing a lot of NES games being converted down to Game Boy format; many are brand-new games or versions taken from computer systems yet untapped by the NES system.

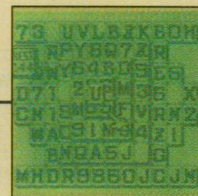
The software companies have been real champs in providing their games to

us ahead of time. Sometimes that means we're working from a completed version that still needs tweaking [best case], and sometimes it's a version in progress that might change significantly prior to its release. In yet other cases we've been provided only information, as the games are too far off to have anything specific to look over. In these cases we've provided screen shots where pictures were available.

This buyer's guide isn't here to rate the games. Rather, this is a report of all the games that are or shortly will be on store shelves for Game Boy owners. With that out of the way, here is VG&CE's Game Boy Buyer's Guide.

Shanghai—HAL America

From HAL comes **Shanghai**, the classic Oriental game of matching tiles. With an almost endless number of variations of the playing board, this version allows playing both in the original mode (using mah-jongg tiles) or updated with English letters and numbers. There are up to four levels per game, each with five increasingly difficult stages to unravel. Add to that three background tunes from which to choose.

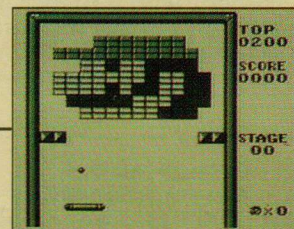


Alleyway—Nintendo

Alleyway goes **Breakout**, the stepchild of **Pong**, one better. Those familiar with **Arkanoid** already know what's happening, but those in the dark will experience the frustration that can only come from trying to bounce a ball endlessly against tiles, hoping to wipe them out. You've got a paddle at the bottom of the screen for this purpose, and it's up to you to hit the tiles overhead until the level is cleared.

The game begins with Mario running up and jumping onto the paddle. It would have been fun (and more creative) had it been our man going up against the tiles, but we're dealing with a small ball instead. When the ball eludes the paddle, another from the reserve is used. When all paddles are gone, Mario reappears then jumps down into the abyss.

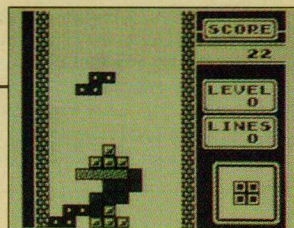
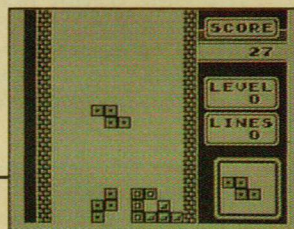
Upper levels get extremely complex—there are 32 levels in all—with intricate designs and unbreakable bricks that get in your way. As can be imagined, there are a few curve-balls tossed in; like horizontally scrolling tile sections, which increase the addition, as you try to play through each level. Sound effects are basically pings and twangs, and the music is nondescript. It doesn't matter, though, because **Alleyway** is definitely a visual experience.



Tetris—Nintendo

Everyone who owns an American Game Boy knows **Tetris**, which comes free with the system. Most know the story behind it—a Russian programmer created it and it's the first computer game exported out of the USSR to really hit the big time. The idea behind **Tetris** is extremely simple: Seven geometric pieces fall down from above, one at a time, and the control pad moves them left and right while the buttons rotate them. The purpose is to create lines of blocks that will eliminate them from your screen, keeping them from reaching the top of the playing field. All the while you're being serenaded by one of three Russian folk songs.

Three games are offered: The first is for endurance, the second based on score and the final game is for two players using the Video Link cable. The last contest has completed lines going to the other player's screen!



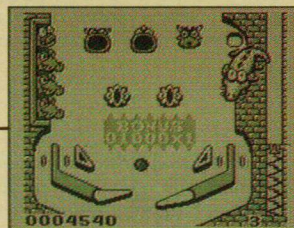
Revenge of the 'Gator—HAL America

In our book, there are only two kinds of people: Those who love pinball and those who don't know any better. HAL America's **Revenge of the 'Gator** satisfies the pinball aficionado with motion and sound, while providing exciting animation and tough challenges.

Four different games are programmed in: Games one and two are for single and two-player (alternating) games, while games three and four require two GBs hooked together with Video Link cables. After the ball is set in motion, the screen instantly switches to the top half of the "machine," where you have a set of flippers to keep the ball in play.

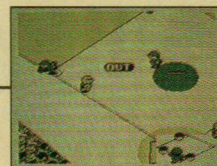
In true pinball fashion you can whirl and zip the sphere through lanes and bounce it off bumpers. A slot machine spins merrily when you zing through the loop lane, and there's a chance of activating a "drop guard," which keeps the ball in play on the upper half.

We would be remiss if we didn't mention the cute musical soundtrack—sorry, it can't be turned off—that accompanies the sound effects.



Bases Loaded—Jaleco

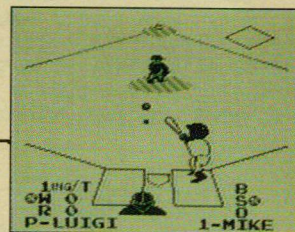
Jaleco is known for their pair of NES **Bases Loaded** games. This new Game Boy version will feature perspective shifts, so you view the ball from the position of the ballplayer you're controlling; quite different if you're the pitcher or outfielder. There are six teams to choose from, with 15 players per team. This game screams out for a two-player mode—and thankfully, it's there.



Baseball—Nintendo

Speaking of the national pastime, Nintendo's **Baseball** has got to be the most technically involved of their line. Consisting of two screens—the pitcher/hitter and outfield—you can choose between the American and Japanese modes, with the difference between the two consisting of radar-gun displays of the ball (in miles per hour versus kilometers) and your athlete's performance (U.S. pitchers are stronger; Japanese have more change-up control). There are four teams, two teams in each play mode.

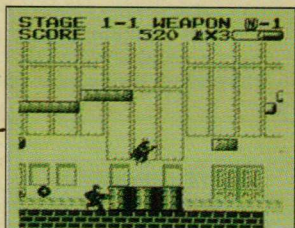
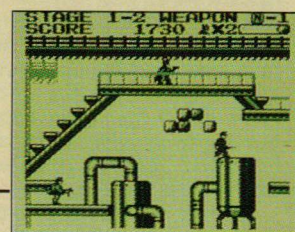
The pitching screen is nice and large, with a good-size batter and a catcher closest to the bottom. All the vital inning's information is displayed in the two lower corners, with a runner display at the upper right. The ball is well animated as it flies through the air; this also switches the display to the outfield screen. Control of the players uses an "auto" mode that selects the fielder closest to the ball, but then it's up to you to position him correctly.



Batman—Sunsoft

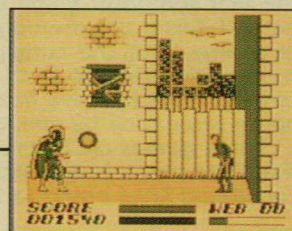
Moving from hitting things with a bat to being hit by one takes us to **Batman**. Sunsoft has already produced an NES version, and the company plans to expand on Batman's popularity with the GB version. Yes, it's based on the movie, and Batman is again nicely animated as he runs, jumps and fights his way past a host of bad guys in pursuit of the Joker.

The four stages lead you through Gotham City, moving through the Axis Chemical Plant, the Flugelheim Museum and the finale at the Gotham City Cathedral. Along the way, Batman can pick up added weapons to augment his firepower, which includes being able to fire through walls. But we find the real fun is firing missiles from inside the Batwing.



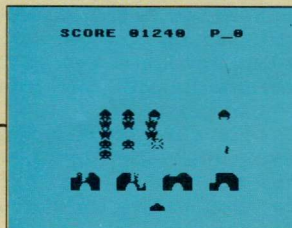
Spiderman—LJN

Mary Jane has been kidnapped, and it's up to the Webbed One to rescue her, which means taking on bad guys toting guns and bats, falling bricks and nasty vermin. Each level—some scrolling vertically rather than horizontally—has an arch-villain waiting at the end. Whether it's a jaunt through the mean streets of New York en route to an encounter with Mysterio or a battle on a moving subway car with the Scorpion, this is no picnic! But Spidey's no wimp. Aside from hard-hitting kicks and punches, he can fire web blasts at his foes and take to the air to escape or travel faster—at least as long as his web supply holds out. Some great touches: Kick a foe and see him fly off-screen.



Space Invaders—Taito

Taito's got the granddaddy of them all: **Space Invaders**, on a Game Boy cart. They've been out of action for a long time, but here come those bad-tempered aliens again. They drop from saucers overhead, march back and forth across the screen, and try to blow up your cannon while you take refuge behind bunkers and return fire.



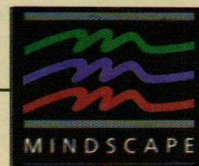
Hatris—Bullet Proof Software

Another game written by Tetris author, Alexey Pajitnov, **Hatris** is an involving action/strategy game. Six different types of hats come falling from the screen in pairs and must be arranged in stacks by type. It may sound simple, but Hatris combines hats falling at different heights with increasing speed to drive you bonkers.



Miner 2049—Mindscape

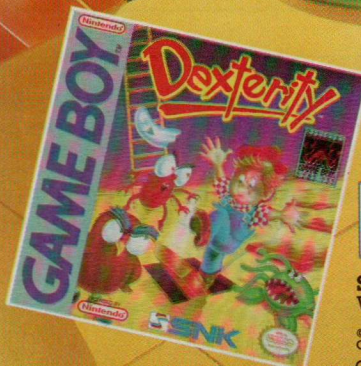
Return to the platform jumping days of the past as the classic cart **Miner 2049** makes its presence known on the Game Boy. Leaping, jumping and fighting off the hideous aliens while collecting gold and points is all that counts here.



JUMP INTO THE WORLD OF *Dexterity*[™] WITH YOUR GAME BOY![™]



Dexter Doolittle has an amazing imagination! He can imagine himself to be anywhere he would like - including his many magic puzzle rooms. Guide Dexter on his merry way as he jumps from tile to tile, flipping them over - while he dodges, blocks, and captures captivating characters of all shapes and sizes. You won't find more fun and fantastic haphazards in any other Game Boy cartridge than you will in these 30 nimble-fingered, fast-paced rounds of Dexter's dubious imagination!



LICENSED BY
Nintendo

Official
Nintendo
Seal of Quality

SNK

SNK CORP. OF AMERICA, 246 SOBRANTE WAY, SUNNYVALE, CALIFORNIA 94086.

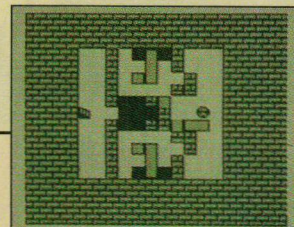
© 1990 SNK CORP. OF AMERICA. NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. CIRCLE #114 ON READER SERVICE CARD.

Kwirk—Acclaim

We'd like to introduce you to Kwirk, the cool tomato—sort of the Jim McMahon of the vegetable world. It's up to you to move this fella with sunglasses and sneakers through a world of mazes, which requires shifting blocks into new positions in order to create spaces to travel through.

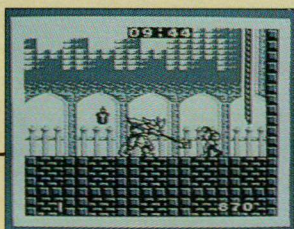
There are two different games, each with three difficulty levels and many "floors" to complete. Additionally, there's the choice of a diagonal or bird's-eye view of the little guy (the playfield remains the same). "Going Up" requires Kwirk to realign blocks in order to move freely from right to left. Time is also kept, as are the total steps taken to reach the stairs at the other end. The second game is "Heading Out," where there are smaller and more packed mazes and horizontal scrolling that takes Kwirk from the end of one "room" to the beginning of the next. There are even situations when a girlfriend appears and must be maneuvered around as well.

Kwirk is a lot like a Rubik's Cube: Planning and thinking ahead are important aspects. The game features smooth horizontal scrolling, special-effect wipes between scenes and a great musical score that's patently ridiculous.



Castlevania—The Adventure—Konami

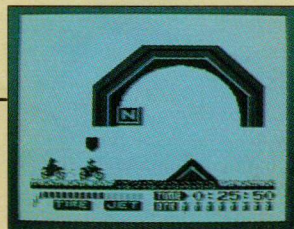
Sword and sorcery fans will be treated to **Castlevania—The Adventure**. You swing your sword through screens of danger, laying waste to all before you. Characters here are large, which is an asset.



Motocross Maniacs—Ultra

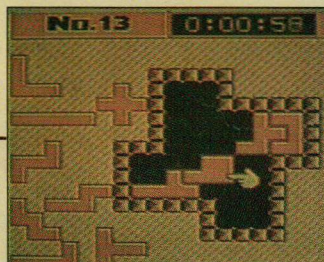
Motocross Maniacs lets you take a dirt bike over eight treacherous courses, each filled with bumps and obstacles. Along the way you can pick up six helpful objects: nitro turbo boosts, speed multipliers, radial tires and more. There's even some mini-manics hidden along the course—can you find them? If you do, they'll trail along for the ride.

It's either one player against the clock or you can compete against a computer-driven biker. Then again, you can choose the maniac mode, which pits you against another human via a Video Link hookup. Each course has three difficulty levels and a time limit.



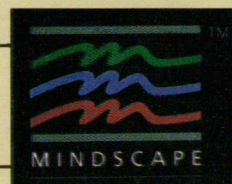
Daedalian Opus—Vic Tokai

Tetris with a twist. Instead of placing blocks to form a line, you must now place blocks to fill a certain area. Use L-shaped, T-shaped and plus-shaped blocks to work your way through this challenging puzzle game.



Days of Thunder—Mindscape

Tom Cruise's summer movie, **Days of Thunder**, will make its appearance almost simultaneously on Game Boy. Take on the persona of a stock-car driver and drive for glory—and a kiss in the winner's circle.

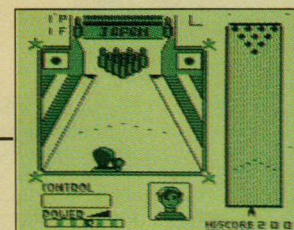


Gauntlet 2—Mindscape

Dare you brave the unknown? If the answer is yes, then **Gauntlet 2** is for you. Take your favorite fighting character—warrior, thief and mage—into the thick of action, fighting off hordes of evil characters and acquiring potions, weapons and lots of money.

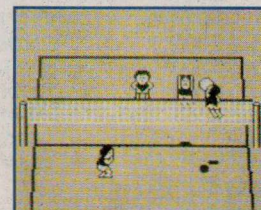
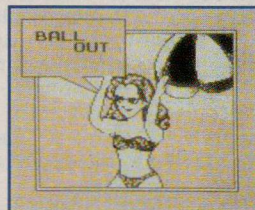
World Bowling—Romstar

Put on those funky shoes and go **World Bowling**. Faithful to the NES cart, you've got a large area representing the alley. Your bowler can be maneuvered laterally as well as forward and back. Working the joypad builds up the "strength" of the ball, and the button release sends it on down to the pins. Good sound combines with fast-moving animation, but the standout is getting a strike and seeing the Bubba-type jump up and down as a pair of blond—or green in GB's case—cheerleaders rah-rah behind him.

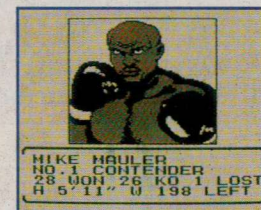
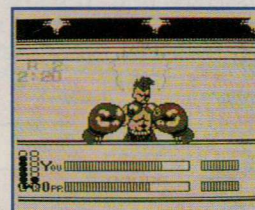


HOT GAME BOY ACTION!

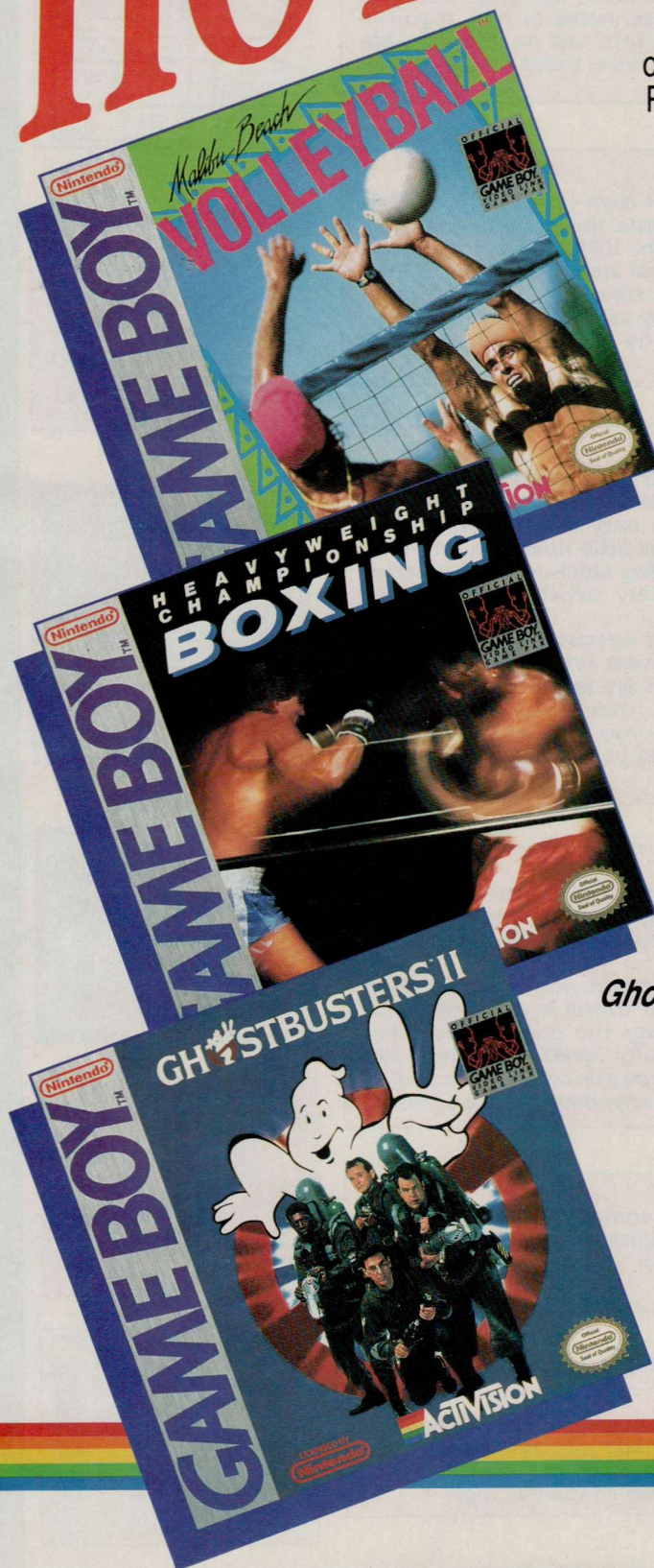
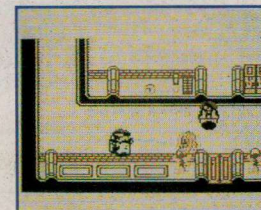
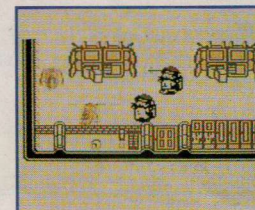
Malibu Beach Volleyball. Two-on-two sandblasting volleyball, Malibu style. Set 'n spike against V-ball crews from 4 countries, each with different strengths. Power serves, "bulldozer" digs, and other cool shots. **1st and Only Game Boy Volleyball Game!**



Heavyweight Championship Boxing. You've got hooks, jabs, uppercuts—plus a special knockout punch you select for each fight. Knockout, bash-'em boxing with 6 bad bruisers. 2 views of the action! **1st and Only Game Boy Boxing Game!**



Ghostbusters II. All the best scenes from the hit movie. Battle Vigo and his slimy forces in all of New York's favorite "haunts," from the subway to the Museum of Art. Nonstop blockbuster Ghostbusters action. **Best Game Boy Graphics Ever!**

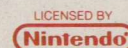


ACTIVISION

See your local retailer or call 1-800-227-6900 to order.

Ghostbusters™ II logo ©1989 Columbia Pictures Industries, Inc. All rights reserved. Nintendo, Game Boy, and the official seals are trademarks of Nintendo of America, Inc.

CIRCLE #115 ON READER SERVICE CARD.



"Solstice,
a new action/puzzle game...
a challenging act indeed...three
dimensional view."
Nintendo Power - March/April 1990

Solstice™

The Quest for the Staff of Demnos

It's here.
Challenge your wisdom
with this ultimate new
adventure/puzzle game!



"Solstice Players Pak" Offer

"Free" Solstice Players Pak to
the first 5,000 orders received by
CSG Imagesoft.

- FREE (plus shipping and handling)
Sony 8mm video tape
"The Making of Solstice"
- Solstice Player's Score Card
- Solstice Post Card
- Solstice Color Stickers
- Solstice Literature

Name: _____ Age: _____
Address: _____ State: _____ Zip: _____
City: _____ @ (\$3.50) = _____

Mail to:
CSG IMAGESOFT™ INC.
9200 Sunset Blvd., Suite 820
Los Angeles, CA 90069

Send \$3.50 check or money order to pay for shipping and
handling costs in order to receive this special offer, while
supplies last. Please allow up to three weeks for delivery.

- Over 250 Challenging
Rooms to Explore
- Brilliant 3-D Graphics,
Music and Side Effects
- Powerful Potions and
Magical Keys
- Fearless Evil Characters
to Defeat

Licensed by Nintendo® for play on the

**Nintendo ENTERTAINMENT
SYSTEM®**



SOLSTICE PARTICIPATING IN:



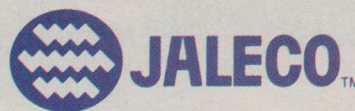


Dream Season.

Infielders dive for grounders in the hole. Outfielders crash into the wall to snare long drives. Sluggers take the curveball to the opposite field, or pull the inside fastball down the line.

In this game, you control it all, and much more. With special biorhythm/conditioning charts that give you the vital information you need to set your lineup. So you know when to pull a tiring starter. Or go to the bench for a hot pinch hitter.

It all adds up to a dream season for every game player who likes to use his head as well as his hands. So get into "Bases Loaded II: Second Season." At your favorite video game store now.



Live Action That Never Ends.



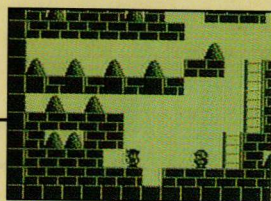
Jaleco™ Bases Loaded® II: Second Season™ are trademarks of Jaleco USA, Inc. Nintendo® and Nintendo of America® are registered trademarks of Nintendo of America. © 1990 Jaleco USA Inc.
CIRCLE #117 ON READER SERVICE CARD.

continued from page 30

Hyper Lode Runner—Bandai America

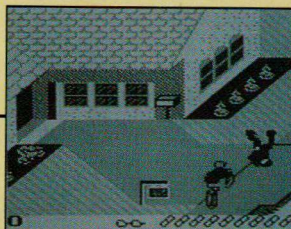
The old Brøderbund computer game, **Lode Runner**, has been brought up to date, only this time the Game Boy is the medium for **Hyper Lode Runner**. The year 2264 A.D. is a bad one for planet Earth. The renegade Red Lord of Darkness has descended with his cyborgs and taken over. Millions of prisoners are being tortured within the Labyrinth of Doom below the surface of the planet. Your mission: to penetrate these brick-wall catacombs and return with enough gold to finance the counterrevolution.

To succeed you'll have to run across bricks, hang from ropes and drop onto blocks while being chased by myriad marauders. Fortunately, you have the amazing power to disintegrate blocks before you, which lets you drop the bad guys down into a hole.



Paperboy—Mindscape

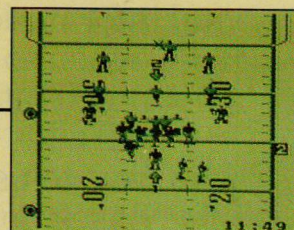
Time to start practicing your tabloid toss, and take to the streets as the paperboy. All the action of the arcade game can be found here, where you strive to make deliveries while being threatened by irate customers, automobiles, menacing dogs and more.



NFL Football—Konami

NFL Football takes all the action of the gridiron and puts it on the little screen, as you play against the computer or a friend. Pick from any of the 28 teams, decide strategies for offense/defense and take to the field. Arrows indicate who's handling the ball, and referees are on hand as well.

Figures are small, but well defined. Sometimes so many of them are on the field that it starts to get confusing, but fortunately a target cross appears to help indicate where the ball is tossed, and the vertical scrolling is nicely implemented. In addition, the sound effects, including ongoing music and the ref's whistle, are good. Strategy is part of the attraction here: Just as in real football, the action is not continuous. There are screens where you can plot the plays. There's nothing so frustrating as watching a play go bad, as an opposing player intercepts your pass and runs for a touchdown.



THAT CRAZY WABBIT



LICENSED BY NINTENDO
FOR PLAY ON THE



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Nintendo, Game Boy and the official seals are trademarks of Nintendo of America Inc.

©1999 Nintendo of America Inc.

TM & ©1990 Warner Bros. Inc.

CIRCLE #118 ON READER SERVICE CARD.

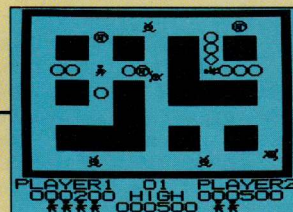


GAME BOY



Heiankyo Aliens—Moldac

Heiankyo Aliens has the makings of a good "thinking" game—at least from the short glimpse we were able to see. This maze game played on a fixed screen is a port from the Japanese Famicom version. Maneuvering the hero through the checkerboard roads of Heiankyo enables you to create pitfalls to bury the aliens in. Simple to learn, easy to understand and maddeningly difficult to master.



Monster Master—Sofel

Your mission: to battle the all-powerful ruler of the universe. You'll fight your way through forests, canyons and mountains, slaying evil demons, rescuing a princess and unearthing buried treasure.



Heart Attack—Kemco/Seika

Your job is to capture all the hearts so as to avoid heartbreak on the danger grid. Fifty levels of mazes include relentless death balls that strike at random while you try to stay on course and maneuver through landscapes with ever-changing barriers. Arrows along the pathway can supercharge your progress or throw you fatally off-course.



IS HITTING THE WOAD.

BUGS BUNNY™ CRAZY CASTLE NOW AVAILABLE FOR GAME BOY.®

Bugs Bunny, everyone's cwaziest Nintendo® hero, is out to save his main squeeze, Honey Bunny™ from the welentless clutches of Daffy Duck, Yosemite Sam, Wile E. Coyote™ and pals.

But this time on the new Nintendo Game Boy.™ Now you can take the whole gang with you wherever you go.

Help Bugs make his way from creaky room to spooky chamber. Slip in and out of mysterious doors and stairways.

Even hurtle through an endless maze of drainpipes.

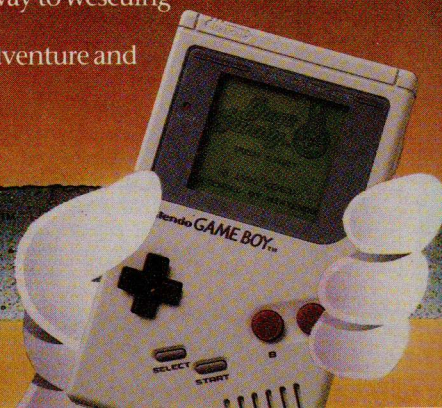
Carrots score points. Cargo crates and boxing gloves help fend off that band of wascals on your way to wescuing your kidnapped sweetie.

Bugs Bunny's Crazy Castle adventure and Nintendo Game Boy.

Zany fun, to go.

KEMCO ▲ SEIKA

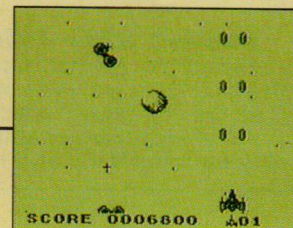
THE
BUGS BUNNY
CRAZY CASTLE



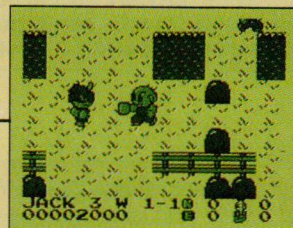
SolarStriker—Nintendo

It's 2159 and Earth has been attacked by forces from the planet Reticulon. You, as pilot of the secret "ultra-performance fighter ship" SolarStriker, are mankind's last hope as you set out on a suicide mission to fly to the aliens' home planet and destroy its core, where the main computer is housed.

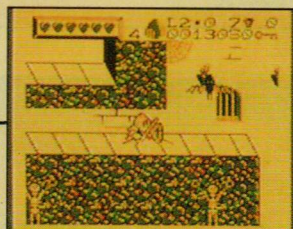
The game is of the vertically scrolling blast-'em-to-atoms variety. Your ship is free to move all around the screen, firing upward as enemies stream down from the top of the screen to make your life difficult (and short). There are six different stages and at least one "boss" waiting at the end of each. Your ship is not well armed at first, but it can increase its strength by flying over power-up icons as it fights its way through the swarming forces of the Reticulon Army, which includes Protodroids, Pinchers, Vexors, Anthrops and Miditrons, among many others.

**Kung-Fu Kid—Culture Brain**

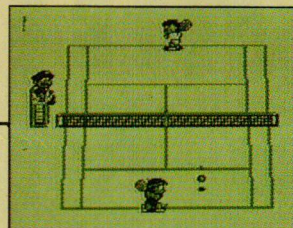
The king of comical Kung Fu shrinks down with Culture Brain's **Kung-Fu Kid**. Ported down from the NES, there are plenty of characters roaming through the villages to avoid—or fight! There are various strange prizes to acquire, like shoes that let you walk on water. And what would any game be without lots of enemies to fight? These are all wrapped up in 32 stages. The slightly overhead perspective makes it easy to view this game, and the various objects are quite readable. The NES version contains secret rooms and levels, and no doubt these will also be "hidden" in the GB version.

**Wizards & Warriors X: Fortress of Fear—Acclaim**

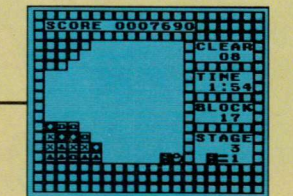
Wizards & Warriors X: Fortress of Fear continues the legend started by Acclaim with its NES carts. You must take the brave knight Kuros past castle ruins with deadly bats, deadly arrows and mysterious treasure chests. Help him slash and hack his way past slithering serpents and jump over chasms as he pursues the evil wizard Malkil. There are even times when he can travel on clouds. Along the way there are secret passageways to discover and magic spells to invoke. Large backgrounds make this an easy game to get lost in, and nice touches include an on-screen POW when the sword wacks a foe and a bemused-looking hero who has fallen on his rear when he leaps down from too great a height.

**Tennis—Nintendo**

Time to work up a sweat. **Tennis** gives us big graphics and also utilizes the Video Link cable, which allows two Game Boys to be hooked together for two-player games. Otherwise it's you versus the computer, with the computer commanding four levels of competence (each level also increases the speed of the ball in play). There's an opening scene as the two players come onto the court, sides are changed visually, little "bump" sounds are emitted as the ball hits the ground and the crowd roars. Scores appear in the corner, and fouls are highlighted by a closeup appearance of the umpire—who happens to be Mario, of course. It may not be Wimbledon, but trying to beat the computer on Level 4 is no joke!

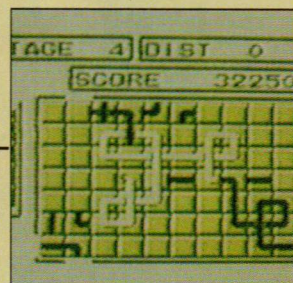
**Flipull—Taito**

Flipull is another puzzle game, a popular genre for the Game Boy, that gives your brain a workout as a funny little blob battles against a mountain of blocks in a race against the clock.

**Pipe Dream—Bullet Proof Software**

As a career choice, plumbers seem to have it made. You work indoors, the pay is good and if you run into trouble, you can rap it on the head with a wrench. That's not the case with **Pipe Dream**, originally released for computers by Lucasfilm. Here you must build the longest possible continuous pipeline, staying many steps ahead of a stream of flooz, a chemical sewer-cleaning fluid that's doing its best to overflow.

Pipe pieces of various lengths appear randomly and must be quickly placed into position. They can't be rotated, but you can replace an existing piece that hasn't yet been filled by blowing up the old pipe and placing a new one on top. Provided that you can stay ahead of the effluent, the round ends once the counter empties of the total number of pipe pieces required. It's not over, though, because you'll soon find yourself on the next, more difficult level.



continued on page 68

BREAKING THROUGH FOR YOU!



**12
ISSUES ONLY
\$19.95!**

Subscribe and save over \$15 off the cover price! From game reviews to technical reports, each issue breaks through the hype to bring you the real story. No matter the game, we bring you the game plan!

So fill out the coupon below. Enjoy the benefits and savings of receiving the world's best video-games magazine for only \$1.66 an issue! Subscribe and save today!

VG & CE, P.O. BOX 16927, N. HOLLYWOOD, CA 91615

☐ **YES!** Sign me up for 12 issues for only \$19.95*---I'll save over \$15 off the newsstand price!

☐ **PAYMENT ENCLOSED** ☐ **CHARGE MY** ☐ **VISA** ☐ **MC**

_____ **EXP.** _____ **SIGNATURE** _____

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

MONEY BACK ON UNUSED SUBSCRIPTIONS IF NOT SATISFIED. Foreign add \$10 per year. Make checks payable to L.F.P. Inc. Your first issue will arrive in 6 to 8 weeks. WATCH FOR IT!
OFFER EXPIRES SEPTEMBER 26, 1990 *Basic subscription price. CKTA

Air Diver

SEISMIC

For the Sega Genesis

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Gut-wrenching, thumb-busting fun was my first impression of what I'd get with *Air Diver*. This was my first glimpse at a third-party game for Genesis, but my pre-release copy arrived sans instructions. I was totally on my own. A "Top Gun" pilot of the F-19 Stealth Fighter, and I didn't even know how to start the engines!

All of the preliminaries were easily taken care of by the program. I didn't even have to take off or land. In fact, it was impossible to crash! I was occasionally able to perform a barrel roll, but for the life of me, I don't know what I did. Once it happened, I couldn't repeat it with any regularity, nor could I exact a 360-degree loop. I thought that maybe these features were only applicable to higher levels of difficulty. No such luck! A player is relegated to maneuvering left/right and up/down with severe limitations that would barely allow the horizon line to deviate more than a few inches from center screen.

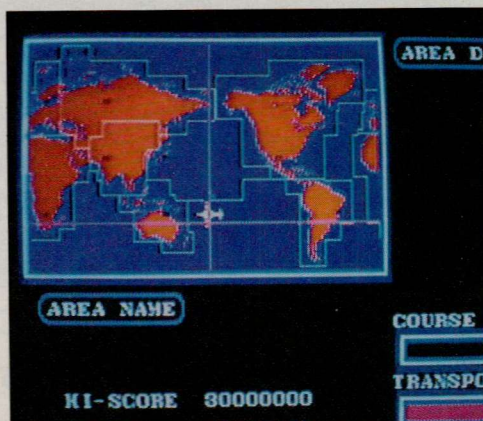
If Genesis players expect more of an arcade contest, like *Afterburner*, instead of a complete flight simulator, they may be pleasantly surprised by *Air Diver*. As an arcade-style air-combat game, *Air Diver* really delivers. Unlike home-computer flight simulators that use line drawings to represent targets, *Air Diver* features excellent, highly detailed sprites, depicting actual aircraft. They skim the sky at mind-boggling speeds, all the while utilizing the Genesis' sprite-scaling functions to move accurately through the game screen's three-dimensional perspective.

Button A fires your cannons a burst at a time and is much less effective than using

VIDEO GAME REVIEWS



Seismic's *Air Diver*, one of its first efforts for the Sega Genesis, gives you a first-person perspective of the aerial dogfight you've found yourself engaged in.



your heat-seeking missiles, which are fired after locking onto a target by pressing Button B. When a target is destroyed, it erupts in a ball of flame and debris. Button C is engaged in the afterburners for that burst of speed that might make all the difference in a dogfight.

Now, if only a reviewer could look past the lack of imagination in the background scenery and some of the disappointing sound effects that add up to not much more than white noise. The real puzzle is why some of the effects overlap and cancel each other out. With 13 voices to play engage, it seems that this shouldn't happen in a Genesis game. Perhaps it stems from the priority placed on the stereo music, which (in order to preserve the sound effects) can't be toggled off.

Even if the above could be overlooked, other points cannot. For one thing, this game doesn't really possess progressive



levels of difficulty. Every scenario seems to be next to impossible to beat! You wipe out every fighter and find one super fighter that must be hit more than once—just let it get past you, and you're dead. No maneuvering can shake it from your tail, not even in the easy level! If you get a few lucky hits on this sucker, you then face a "mothership" that is straight out of a Cracker Jack box! Not even a real airplane—just a big, silly-looking thing that floats around a blank screen and takes potshots at you!

I hope for a better effort on the part of Seismic next time around. It seems to have a handle on the Genesis hardware, but all it needs is a bit of refinement and to find what makes a game compelling and enjoyable, instead of an exercise in frustration.

—Frank Eva

Seismic
3375 Scott Boulevard, Suite 100
Santa Clara, CA 95054
(408) 727-3682

GET THE GAME TITLE THAT BRINGS BATMAN™ INTO YOUR LIVING ROOM.

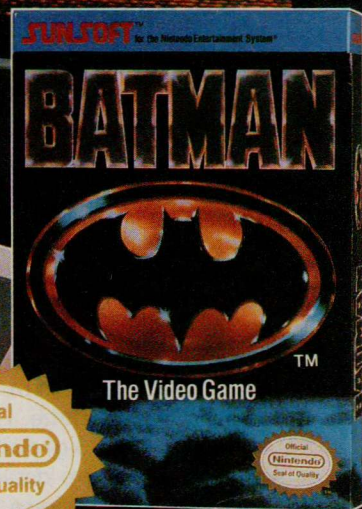
The CAPED CRUSADER™ is back, as you've never seen him before!

If the stark reality and explosive action of the movie BATMAN left you screaming for more, this is the moment you've been waiting for! It's a trek from the streets of GOTHAM CITY™ to the darkest depths of the city underworld, brought to life with graphic magic. Get BATMAN today at your favorite dealer now.

SUNSOFT

THE TITLEHOLDER!

Sunsoft® is a registered trademark of Sun Corporation of America. TM & © DC Comics Inc. 1989. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1989 Sun Corporation of America.



Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198

VGC

The Mafat Conspiracy

VIC TOKAI

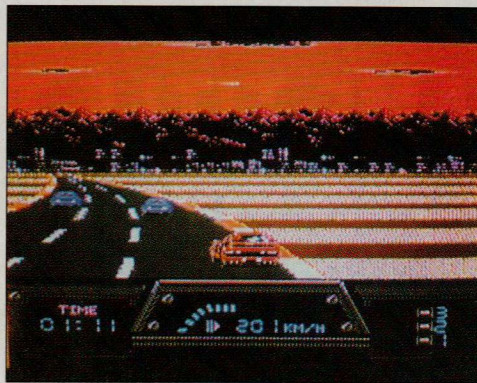
For the Nintendo Entertainment System (\$42.98)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

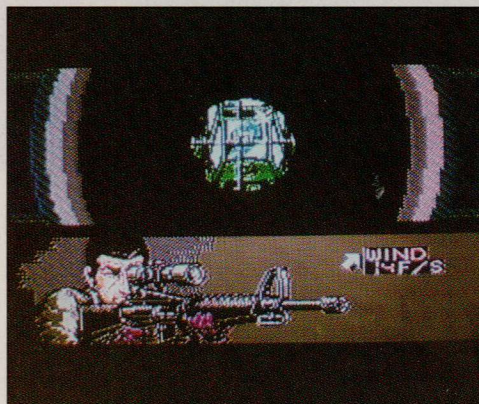
Assassin Duke Togo (a/k/a Golgo 13) is currently one of Japan's most popular comic characters. Created by writer/artist Takao Saito nearly 20 years ago, Golgo 13 has been the subject of a long-running series of graphic novels and at least one full-length animated motion picture. Vic Tokai's *Top Secret Episode*, a 1988 NES cartridge featuring Golgo 13, was a successful "cult" hit and is still one of the best NES games I've ever played.

The Mafat Conspiracy is an all-new adventure involving Duke Togo's CIA-directed attempts to find and dismantle the Mafat Revolutionary Group. The Mafat Group, a mysterious terrorist organization, has claimed responsibility for the recent destruction of an experimental American satellite and threatens to do so again unless the U.S. coughs up a nuclear missile-equipped submarine. Most of the action takes place against various horizontally scrolling backgrounds, as Golgo 13 jumps, kicks and shoots his way through a constant stream of assassins.

It's obvious that the game's programmers have made a conscious attempt to improve certain aspects of the original *Top Secret Episode*. Unfortunately, many of these details would have been better left alone. For example, the background graphics are much more detailed and colorful. Unfortunately, there are several points in the game where you jump right off the screen because part of the background looks like a platform that you can stand on. Similarly, Duke's appearance has been refined. Even his trademark sideburns are visible during the side-view street scenes. Regrettably, the new Golgo 13 has also acquired more refined mannerisms: Even when being attacked from all angles by homicidal Mafat agents, he seems perfectly at ease, sauntering smoothly down the street with his hand



Duke Togo, the star CIA agent from Vic Tokai's Golgo 13 popular video game, has taken another top-secret anti-terrorist mission in *The Mafat Conspiracy*.



tucked in his pocket.

Other problems are less apparent, but perhaps more serious. The "B" button fires Duke's gun—but in the first-person maze scenes, the gun is controlled by the "A" button. When Golgo 13 is in the mazes, his moves result in abrupt jumps from one viewpoint to the next. In a long corridor uninterrupted by doors or connecting hallways, it's possible to move forward several "spaces"

without any change in the screen's appearance. There is a small "click" to acknowledge the fact that you've gone forward, but it's certain that NES owners who are hearing-impaired or simply don't play in absolute quiet will find mapping difficult because of the seeming lack of movement on the screen.

Conversely, some of the other new features are really exciting. The "sniper" sequences, which feature a view through the scope of Duke's rifle as you line up your shot, are much improved. A picture of Golgo 13 aiming his weapon is displayed beneath the crosshairs, plus, there's a wind speed/direction indicator that must be considered if your shot is to reach its target. A *Rad Racer*-type driving scenario is also included, featuring a view of Duke's red Ferrari that you maneuver past enemy vehicles.

Unlike the uniform face-to-face "conversation" scenes of the previous game, *The Mafat Conspiracy* features dynamic, movie-type intermissions like those seen in Tecmo's *Ninja Gaiden*. Generally these sequences are well done, but they tend to get bogged down by extensive, slow-paced dialogue and extremely repetitive music. One particularly lengthy encounter occurs less than two minutes into the game. By the time you've moved on to the next action scenario, the game's pacing has been badly disrupted. You can skip these scenes if you'd like, but the information received therein is important for those who choose to follow the game's complex storyline.

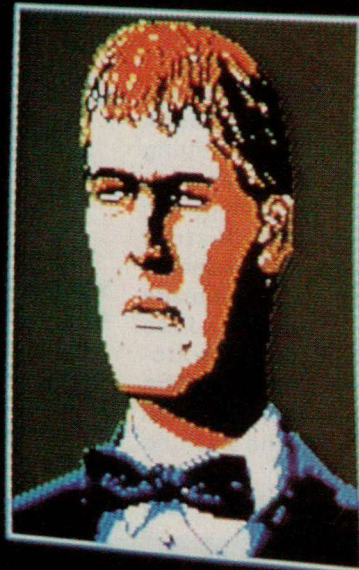
Sadly, *The Mafat Conspiracy* does not meet the standard set by the original *Top Secret Episode*. It's not a bad game by any means, but considering the excellence of other recent NES-game sequels, I expected much, much more.

—Chris Bieniek

Vic Tokai Inc.
370 Amapola Avenue, Suite 104
Torrance, CA 90501
(213) 326-8880

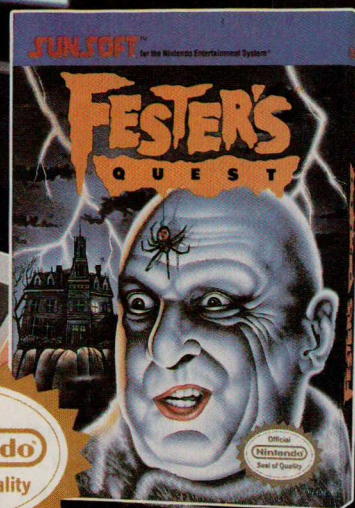
GET THE TITLE THAT JUST MIGHT DRIVE YOU CRAZY!

You rang.



Fester's Quest™ takes the skeletons out of the closet for a trip to outer space.

If "space games" are your thing, here's the spiciest one yet! With Lurch, Pugsley, Thing, and the rest of the Addams crew at his side, Uncle Fester leads the way in the wildest, wackiest alien shoot-'em-up ever! The action is manic, the graphics explosive, and the story is guaranteed to leave you howling. So find out for yourself how much fun going crazy can be. Get "Fester's Quest." At your favorite dealer now!



SUNSOFT® THE TITLEHOLDER!

Sunsoft™ and Fester's Quest™ are trademarks of Sun Corporation of America. Characters for Fester's Quest™ are licensed from Barbare Artists, Inc. Television rights for Fester's Quest™ are licensed from Orion Television, Inc. Nintendo™ and Nintendo Entertainment System™ are trademarks of Nintendo of America, Inc. © 1989 Sun Corporation of America.

Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198 VGC

RBI Baseball 2

TENGEN

For the Nintendo Entertainment System (\$44.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Hitting, pitching, running and sliding—it's all in *RBI Baseball 2* from Tengen. In this sequel to the original *RBI*, one can choose from any of the 28 teams in the league and play either head-to-head against another person or versus a computer opponent.

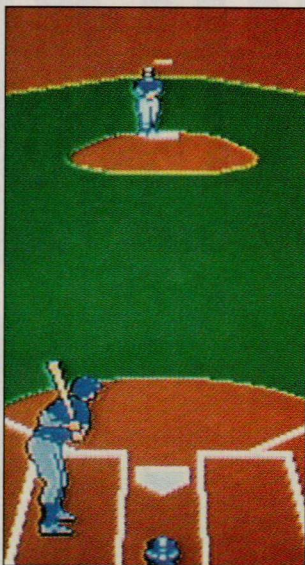
Most every aspect of the real game is included in this version: stealing bases, picking off runners, errors, switch hitting and substitution of both pitchers and hitters to name a few. Up to ten innings can be played, and a password feature enables one to continue a series whenever convenient. The players are real, not made up—a Nolan Ryan express or Jose Canseco knocking one into the stratosphere will convince any skeptic. Batting averages are shown for each player, as well as ERA information for the pitching staff of each team.

Realism is the key to sports simulations, and *RBI 2* is faithful in most every respect. The computer isn't perfect and makes the same mistakes the player may make: dropped flies, badly thrown balls or poor pitches.

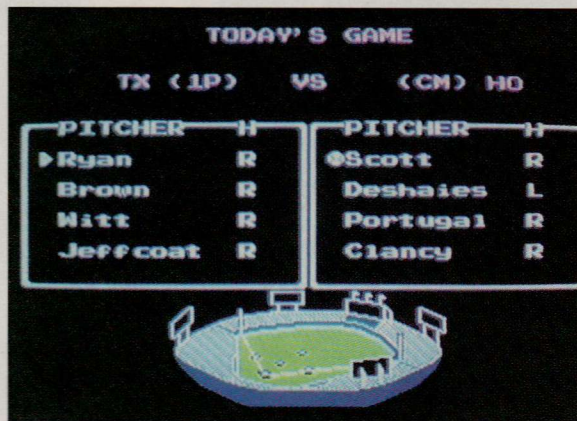
With two difficulty levels for computer play, both novice and expert players can challenge the many teams in order to bone up on the strengths and weaknesses of their players. Each pitcher has certain specialty tosses he favors, and fatigue may take its toll if he overpitches. Three pitching speeds, plus curves, sinkers and change-ups provide plenty of batting challenge. Up to five pitchers may be inserted throughout each game, however, so some strategy is required.

A team's starting lineup may be altered as well by substituting bench players for infield or outfield positions—even the catcher. One unavailable option is assembling one's own team, which would have made an interesting addition.

The batting averages seem to actually affect a player's batting ability; players with lower averages don't appear to wield



Tengen's *RBI Baseball 2*, yet another video-baseball sequel, includes most every aspect of real diamond action: stealing bases, picking off runners, player substitutions and digitized umpire calls.



the power that players with a more impressive average have. If a player has switch-hitting capabilities, the change is easily made. The players are simple to control in all aspects of the game: running, stealing bases, throwing, jumping or even diving to retrieve the ball. Most important, the scores stay realistic. Don't expect any 45-17 blowouts playing the computer! The only negative that really stood out was the lack of an infield-fly rule, although the computer will prompt a player to be sure and "tag up" during a pop fly.

The background music, which consists of the opening anthem and traditional baseball themes, along with the "Strike!" or "Out!" calls made by the umpire, helps establish the proper game atmosphere. The player's on-screen representations are more lifelike than in the original and are smoothly animated. During pitching and hitting sequences, the point of view is from the batter's perspective, so both batter and pitcher may see all four bases.

RBI Baseball 2 should whet the appetite of both baseball fanatics and casual enthusiasts. Realistic game play makes this a good addition to any sports library, and there is enough variety to keep it interesting from game to game. *RBI 2* is a solid contribution to currently available baseball games and comes recommended.

—Brent Walker

Tengen
1623 Buckeye Dr.
Milpitas, CA 95035
(408) 435-2650

Target: Renegade

TAITO

For the Nintendo Entertainment System (\$39.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Target: Renegade, the sequel to Taito's earlier success, *Renegade* is a disappointment. It's just another sequel that is not as fun—or as good—as its predecessor.

The scenario is quite easy to grasp. Because you were victorious in the first adventure, Mr. Big has kidnapped your brother—it's your job to save him. The action takes place in a multilevel complex set in urban sprawl—the "bad part" of town, so to speak.

To stop you, there are lots of Mr. Big's henchmen to take on. On the first level these thugs attack on motorcycles and

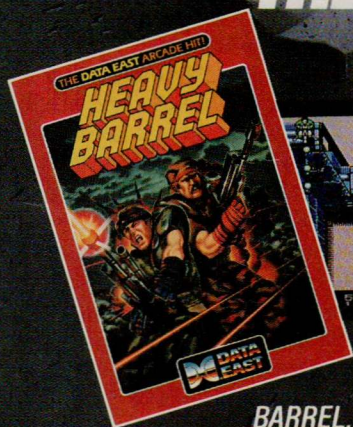
NOW
AVAILABLE FOR
NINTENDO™

HEAVY BARREL

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™



**THE ULTIMATE WEAPON WILL
BLOW YOU AWAY.**



It's the ultimate weapon. The one they call **HEAVY BARREL**. It's the only thing that can stop an ugly assortment of terrorists who are holding the world hostage with a cache of nuclear goodies they fully intend to use. The problem is that **HEAVY BARREL** is in six pieces

carefully hidden in a heavily guarded armory. What you have to do is get in, find and assemble **HEAVY BARREL**, then do what any red-blooded American would do when faced with the end of the world. But hurry. The clock is ticking. The terrorists are ticked off. And you've got a job to do. **HEAVY BARREL**. It blew you away in the arcades. And now Data East is bringing this arsenal of action home.

**DATA
EAST**

Data East USA, Inc., 1850 Little Orchard St., San Jose, CA 95125 (408) 286-7074

must be kicked off. From there you proceed to perform the usual fight moves: Punch the bad guys, kick 'em in the head, in the midsection and in the legs. This continual abuse eventually brings them all down. And, as always, if they do you the same honors, your status line goes down. Once it disappears, your game ends. Start over.

At the end of every level waits the big, tough guy—the toughest of the tough—you must make mince of in order to progress to the next level. There's always one certain way to defeat this guy, as you probably know, and it's up to you to find out how.

Every now and then, a fallen enemy will leave a heart behind—a heart icon that is. Retrieving these will replenish your status line. But you can't simply pass your man over the icon—oh, no. The programmers had to make this game “challenging.” You must crouch your on-screen player down over the heart and press the “A” button. As you try to do this maneuver as effortlessly as possible, Mr. Big's villains have a field day pounding you to a pulp.

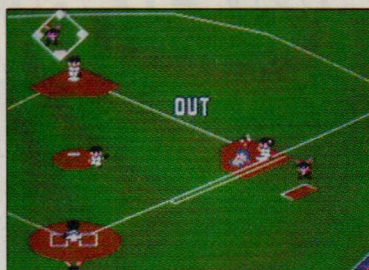
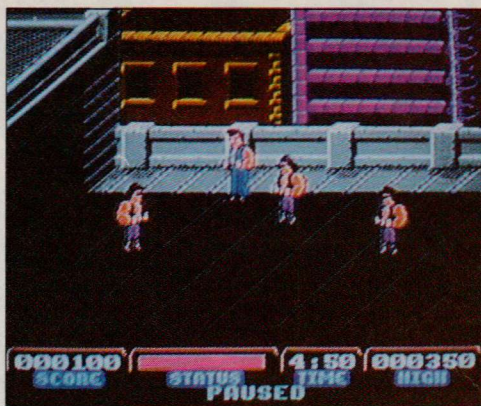
It's unfair to directly compare a sequel to its predecessor, but *Target: Renegade* invites it. A number of fight moves that could be done in *Renegade*, such as grabbing the enemy and throwing him over your head or punching him in the face while he's down, simply can't be performed in this sequel.

What's more, the graphics are a let-down. In fact, one would probably argue that the graphics in *Target: Renegade* are actually worse than the original's. This sequel lacks the interesting and variety-filled play scenario of *Renegade*. There is not much to do here other than kick the daylight out of people.

Also, the way the enemy is depicted is questionable. On the second stage, you beat up shapely women who attack by hurling what looks like a parking meter at you. In *Renegade* there were large, purse-wielding females, yet many people didn't raise a brow. *Target: Renegade's* portrayal of your player attacking these ladies, though, is, frankly, quite disturbing. It adds fuel to the fire of the snowballing sentiment that video games are nothing but violent and sexist.

For the experienced player, *Target: Renegade* will hardly offer a challenge.

Taito's *Target: Renegade* updates its intense combat game, *Renegade*, with more martial-arts action as you take a tour through the “bad side” of your town in search of Mr. Big.



Pitcher change

Pitcher	ERA	T	SI	BLF
MARTIN	2.27	217	213	520
STICK	RD	190	190	520
WAYNE	RD	190	190	520
BEN	RD	190	190	420
VICTOR	RD	190	190	650
SID	RD	100	100	540

Tecmo's *Bad News Baseball* is filled with humorous bits of animation, comic touches and a “girls’ mode,” in addition to the exciting baseball action.

For the novice, the playing controls prove to be frustrating. *Target: Renegade* appears to exist for one sole purpose: to cash in on the popularity and success of the original—nothing more.

—Howard H. Wen

Taito Software, Inc.
267 West Esplanade
North Vancouver, B.C., Canada V7M 1A5
(604) 984-3344

Bad News Baseball

TECMO

For the Nintendo Entertainment System (\$44.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Ever since Nintendo released their *Baseball* cartridge in 1985, there's been a lot of competition amongst several third-party software developers, each trying to come up with the “best” NES baseball title. Let's face it: Unless you're extremely wealthy, you probably can't afford to have nine baseball cartridges in your collection. So which one is most realistic, most challenging, most faithful to America's favorite pastime?

Ironically, *Bad News Baseball* may have won that competition—by choosing not to compete. Unlike many recent entries, which place a heavier emphasis on statistics and realism, *Bad News Baseball* features kids of Little-League age who have been let loose in a full-sized stadium with professional uniforms and equipment. Detailed stats are available on all the players for those who are interested, but the key idea here is “fun.”

The game play is similar to many earlier baseball titles, including Tecmo's own *Tecmo Baseball*. The catcher's view is shown during each pitch, and the screen switches to an overview of the field if the batter connects. The players are all drawn in the tradition of Japanese “manga,” with large heads and round, expressive eyes. This is one game that's not ashamed to be cute! A special “girls” option changes all the players into females, with long hair and short pants.

Each game is loaded with humorous bits of animation and comic touches. Whenever a batter is thrown out at first base, or if a fly ball is caught, the batter falls on his rear end in surprise as stars fly

THE WORLD'S FIRST 220 MPH VIDEO GAME.

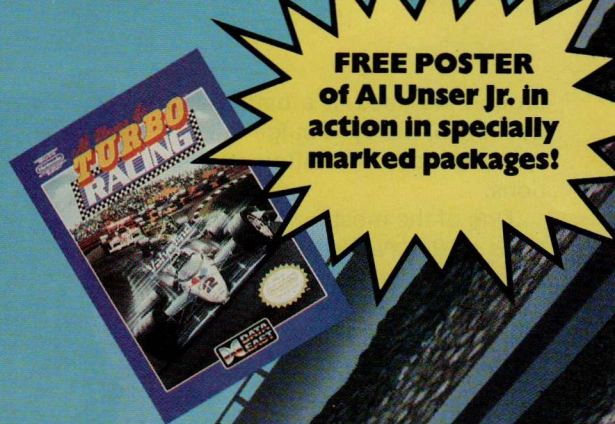
Take on the hottest tracks in the world as the racing season cruises from Brazil to Spain, then on to Hungary and 12 other countries before you come back to the USA for the season's final challenge.

But getting there won't be easy — you'll have to tap the raw power of your turbo-monster to haul your way past the world's top drivers. And in this game you need a lot more than just hyper driving skills. You've got to control your mechanics and pit crew — together you design and build the perfect race machine for each new track.

On top of it all, Al Unser Jr. is at your side. He'll let you drive his car while he schools you on what it takes to win. And when you think you're ready, you can go start your own race team, build your own car and take on Al Jr. in wide-open wheel-to-wheel action.

Al Unser Jr.'s Turbo Racing.™ If you think you can handle it!

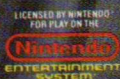
**FREE POSTER
of Al Unser Jr. in
action in specially
marked packages!**



1850 Little Orchard Street
San Jose, CA 95125 (408) 286-7074



Nintendo and Nintendo Entertainment System are
registered trademarks of Nintendo of America Inc.



Al Unser Jr.'s Turbo Racing:
© and ™ 1990 Data East USA, Inc.

around his head. If a batter is hit by a pitch, his eyes bulge out and spin around in two different directions.

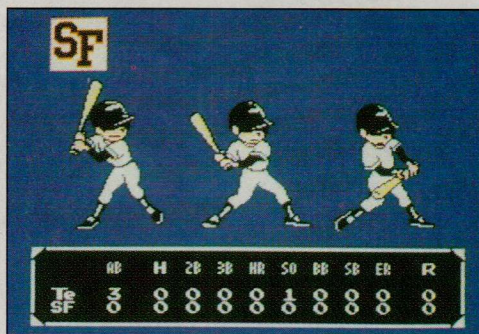
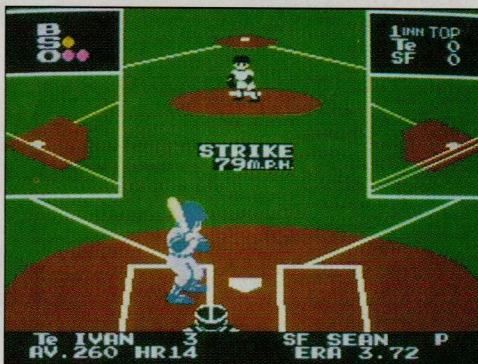
One of the most innovative features of *Bad News Baseball* is the "zoom-up" screen, a special first-person view of close plays and home-run celebrations. When a runner tries to steal second base, you might be treated to a quick cartoon-quality sequence showing the results of his efforts. You'll see a close-up of the runner sliding head-first in a cloud of dust and base-path chalk, with sweat trickling off his brow as he grits his teeth in determination. Then there's a shot of the second baseman extending his glove to receive the catcher's throw and finally, a side view of the tag, as the digitized voice of the umpire calls you out!

Other "zoom-up" segments show the after-effects of home runs: The batter's victory trot, the response in each team's dugout or even the congratulations of your teammates as they line up for a high five. (But who is that Mr. T clone at the end of the line?) If a ball is hit out of the park, you'll see its smiling face as it leaves the Earth's orbit and rockets through star-studded space.

On the downside, the view of the field when the ball is hit is rather primitive. The players are small and sparsely detailed, and the spectators all have Beatle haircuts. Also, when are Japanese game designers going to realize that baseball just isn't the same without such American traditions as the National Anthem or the seventh-inning stretch?

Flaws and all, this adds up to a fun, lighthearted look at a sport that's been done a hundred different ways on a dozen different systems. Not everyone will appreciate the cartoonish quality of the graphics, but that's exactly the reason why this game stands out from the crowd of NES baseball titles.

The players in *Bad News Baseball* look like a bunch of kids having a good time. Isn't that what baseball is all about?



Among the nicer aspects of *Bad News Baseball* is the animation that takes place when there is a close play at a base, which helps to show you the final result.



Sega's *Psycho Fox*, for the Master System, draws its plot from ancient Japanese culture.

Psycho Fox

SEGA

For the Sega Master System
(\$29.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

It's gratifying to see that Sega is still providing a wave of new games for the Sega Master System. This is welcome relief to the thousands of SMS owners who may have heard that Sega was dropping the system in favor of the Genesis. It would have been laudable to report that *Psycho Fox* will give the SMS a needed boost, but the sad truth is that *Fox* is an imitation of *Super Mario Bros. 2*. Though there are some cute elements, and although the game is very challenging, it reveals precious little imagination.

The plot is rooted in Japanese culture and centers on the fox deity, Inari Daimyōjin, who is worshiped at harvest time. One deity, Madfox Daimyōjin, has conquered a country and proclaimed himself to be its evil ruler. You play the role of Psycho Fox, chosen to travel through the countryside and to do battle with Madfox. Naturally, the country is full of the Madfox's evil creatures, each of whom you must either avoid or defeat. There are seven areas to negotiate; Madfox lies at the end of the seventh area.

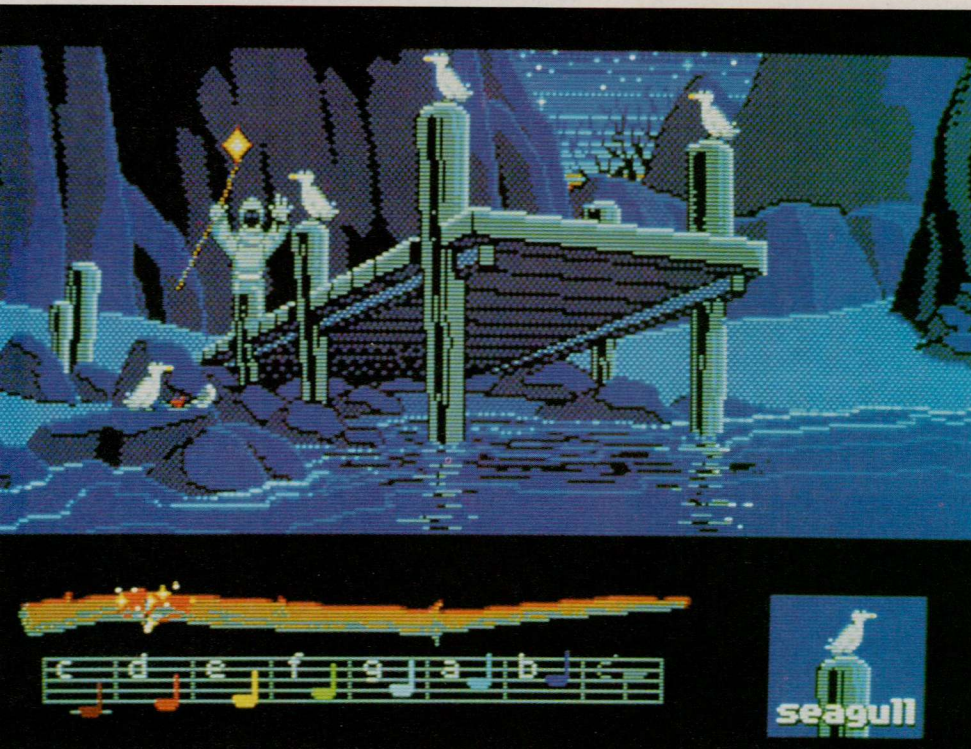
In typical *Super Mario Bros. (SMB)* fashion, you guide your fox across horizontally scrolling terrain, squashing enemy creatures or punching them or avoiding them. There are at least two ways to travel: in the sky (by jumping on blocks) or over land.



Depending on the area you're in, the terrain will change to make your mission more difficult. Desert sands are tough to traverse (have we seen this before?), ice is slippery (it's looking awfully familiar), strong winds will blow you off balance. You can convert from one type of animal to another; the result is very much like

choosing different characters in *SMB*: the abilities of running, jumping and punching all change. You'll have to determine through trial and error which animals are appropriate for each situation.

Tecmo
Victoria Business Park
18005 S. Adria Maru Lane
Carson, CA 90746
(213) 329-5880



The game is fantasy. The interface is magic.

Alone on a craggy hilltop, high above an island shrouded in perpetual mist, your quest begins. But tread gingerly, because while the world of *Loom*™ is breathtakingly beautiful, unspeakable danger awaits the unsuspecting.

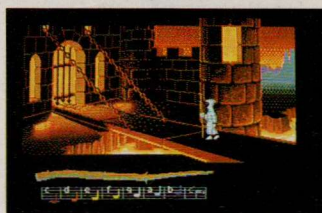
Trepidation soon gives way to bravado as you peek inside abandoned tents in the village. Stumbling over a discarded weaver's distaff, you watch in wonder as it gradually glows and resonates with a

sequence of musical notes. Tentatively at first, you point the staff and repeat the notes. After con-

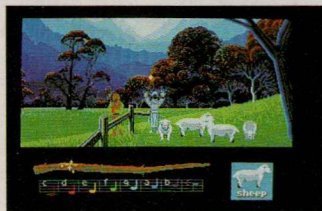
siderable experimentation, you may discover the power to see in the dark. Or weave straw into gold. And eventually find the means to leave the island itself.

A fantastic odyssey ensues, as menacing water-spouts, merciless dragons and exotic cities draw you deeper and deeper into the fantasy. Armed with the distaff's magic power, you stride fearlessly across vast, cinematic landscapes. Seeking the arcane

knowledge possessed by the Great Guilds, accumulated and refined since the dawn of time.



Not all the Guilds welcome strangers.



A spell weaver's power is not for the sheepish.

Typing is banished from this kingdom.

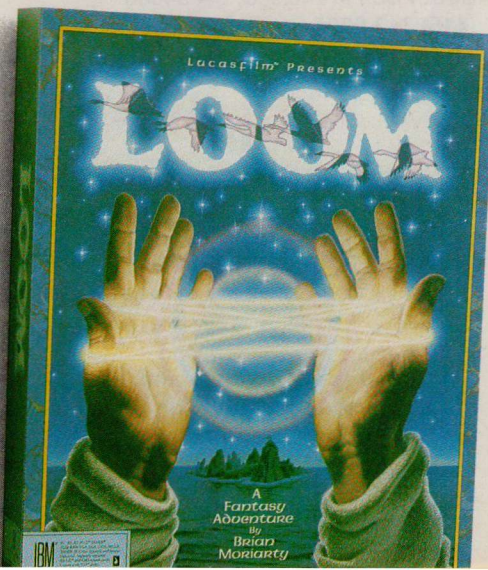
Loom is more than a masterpiece of fantasy storytelling. With *Loom*, Lucasfilm™ Games literally redefines the fantasy computer game experience. Simple point n' click actions move your character, select objects, and perform magic. No cumbersome keystrokes, text parsing, maze mapping, or inventory management intrude to break the spell.

We even transport you to the Age of the Great Guilds before you turn on the computer. With a lavishly produced, 30-minute drama on Dolby® Stereo audio cassette that's included with the game. Recorded by Lucasfilm's Academy Award-winning Sprocket Systems, it introduces the characters and sets the scene for the impending, epic struggle against imposing odds.

Then it's full immersion into *Loom*'s 3-Dimensional, scrolling panoramic landscape. Where detailed animation, high definition graphics, startling special effects and stirring musical score combine to create a total environment. Captivating you from the opening scene to the final climax.

And your quest for a truly magical fantasy adventure is finally realized.

LUCASFILM™ GAMES



Available for IBM®/Tandy® Amiga™ and Atari ST™ personal computers. Order direct by calling 1-800-STARWARS (1-800-782-7927) in the USA. In Canada, call 1-800-828-7927. © 1990 LucasArts Entertainment Company. All rights reserved. Lucasfilm Games and Loom are trademarks of LucasArts Entertainment Company. IBM is a trademark of International Business Machines Corporation. Tandy is a trademark of Tandy Corp. Amiga is a trademark of Commodore-Amiga Inc. Atari and ST are trademarks of Atari Corp. Dolby is a registered trademark of Dolby Laboratories Licensing Corporation.

CIRCLE #123 ON READER SERVICE CARD.

Scattered throughout the countryside are eggs containing weapons, enemies or items. Your greatest weapon is Bird Fly. Bird Fly uses your shoulder as a perch most of the time, but punch a button, and he flies a short distance away, knocking off any enemies in his path. He'll then return to you, provided you don't lose him. If you do, you'll need to crack a lot of eggs to find another.

A lengthy bonus game involving a maze with treasures emerges at the terminus of each level. At the end of the maze, you play a slot machine to determine how many free lives you get. Now I know I've seen this game before!

In order to utilize the items you collect from eggs (or receive after successfully battling some creatures), you have to hit the **Reset** button on the console. That's a major disadvantage for those of us who don't care to take our hands off the console when we're playing...particularly if you're using a remote joystick and the console is across the room!

The graphics are not what you'd expect from Sega. Compared with *Alex Kidd: The Lost Stars* (which is close in spirit to *Psycho Fox*), the graphics are sparse and not nearly as detailed. In fact, the screens are downright bland-looking—dare I say it?—very reminiscent of *Super Mario Bros. 2*. They improve in spots, but the characters are quite tiny, and some of the objects are so small it's impossible to determine what they're supposed to be.

I recommend this game strictly for addicts of the *SMB* genre. It's loaded with some very difficult challenges (it's too tough for young children), but you'll definitely get the feeling you've played this one before...if that matters to you.

—Joshua Mandel

Sega of America
573 Forbes Blvd.
South San Francisco, CA 94080
(415) 742-9300

Crater Maze

NEC

For the TurboGrafx-16 (\$39.00)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

In this *Pac-Man*-type game, you control the time-traveling Opi as he finds his way through 60 mazes, picking up treasure

The goal in *Psycho Fox* is to guide your fox across the scrolling landscape, squashing enemies and gathering valuable treasure along the way.



chests, weapons and other special items, all in an attempt to rescue four friends kidnapped by the nasty Zenzombie. Each



maze is different than the one before, and four time zones are represented in the game. You will travel from the ancient past to the distant future in your wanderings, via the time door found at the end of each maze.

As you run through the maze searching for treasure chests and the key that'll unlock the time door, count on being pursued by the Zenzombie's feisty followers. Thanks to your trusty shovels, however, you can dig holes in which the enemies will fall. Once in a hole, another swipe of the shovel will bury an enemy permanently. Each buried enemy is marked by a cross worth 1,000 bonus points at the end of the round.

As you destroy enemies, you'll find various special items and weapons. These

include the stop watch, which freezes all the enemies in place; the ice crystal, which changes enemies into blocks of ice; the slowing medicine, which slows the speed of enemies to 50 percent of their normal rate; and the helmet, which renders Opi invincible. There are special weapons to be found, including the yo-yo, the bubble gun and the freeze beam.

You will traverse most of each maze on foot, but two special devices, the warp holes and the springs, will speed your escape from pursuing enemies or get you into areas that are not accessible by any other means. The warp holes instantly transport you to a different location. The springs allow you to bounce in one of four directions, soaring over the heads of your enemies.

Due to the fact that you can select *Crater Maze*'s difficulty level, it's a suitable game for people of all ages, even young children. The easiest setting will be a snap for experienced gamers. (I finished the entire game, all 60 levels, on my first try, ending with a score of over 2,000,000.)



NEC's *Crater Maze* is a *Pac-Man*-type contest, suitable for all ages, that has you searching for treasure chests and dispatching adversaries.

QuickShot®

by Bondwell

THE NEXT GENERATION



QS-123
IBM PC/XT/AT
ANALOG



QS-127
DUAL-PLAYER
REMOTE



QS-128
UNIVERSAL
ARCADE-STYLE

QuickShot offers the most complete selection of video game controllers in the market. Models are available to suit all the most popular video game machines and just about any playing style. And no matter which model you choose, you can be sure you're getting the kind of performance and value for the money that have made QuickShot the biggest name in the business.

QuickShot®
20,000,000
JOYSTICKS SOLD WORLDWIDE

1
YEAR GLOBAL
WARRANTY



QS-129N/F*
SPACEAGE CONTROL



QS-130N/F*
DELUXE DIGITAL



QS-131
NEW BASIC

US SALES OFFICE: Bondwell Industrial Co., Inc. 47485 Seabridge Drive, Fremont, CA 94538, U.S.A. Tel: (415) 490-4300 Telefax: (415) 490-5897

CANADIAN SALES OFFICE: Bondwell Canada Ltd., Unit 26, Midway Industrial Centre, 171-173 Advance Blvd., Brampton, Ontario, L6T 4Z7, Canada. Tel: (416) 793-2363 Telefax: (416) 793-9286

EUROPEAN SALES OFFICE: Bondwell United Kingdom Ltd., Bondwell House, Unit D1, Tarrif Road, Tottenham, N17 0EH, U.K. Tel: 01-365-1993 FAX 01-808-7553

ASIAN SALES OFFICE: Bondwell Trading Ltd., 15A Hing Yip Street, Kwun Tong, Kowloon, Hong Kong. Tel: 3-419371 Tlx: 3-51439 BITL HX Fax: 3-797807

* N for Nintendo Entertainment System and F for Sega, Atari, Amstrad and Commodore game systems.

© 1990 Bondwell Global Ltd. QuickShot is a registered trademark and QS-123, QS-127, QS-128, QS-129N/F, QS-130N/F and QS-131 tradenames of Bondwell Global Ltd. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc. All other product names are registered trademarks and trademarks of their respective companies.

CIRCLE #124 ON READER SERVICE CARD.

The higher difficulty setting, however, adds many challenges to the game. For example, when the game is set for a novice, Opi can never fall into a hole he has dug. On the higher difficulty settings, he can. This single difference changes the game play significantly. Regardless of the difficulty you choose, *Crater Maze* features an unlimited continue that'll let you begin a game on the last level you finished.

Crater Maze is a game that will appeal to the whole family, thanks to its good graphics, interesting animation and splendid sound effects. If you'll excuse the pun, just about anyone will dig *Crater Maze*.

—Clayton Walnum

NEC Technologies
1255 Michael Drive
Wood Dale, IL 60191-1094
(312) 860-9500

Cyber Core

NEC

For the TurboGrafx-16 (\$61.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Most games released these days seem to fall into two general categories: the run-jump-shoot type, made famous by the *Super Mario Bros.* contests, and the shoot-'em-ups, which date back to the days of blastfests like *Space Invaders*. *Cyber Core*, a forward-scrolling blastathon for the TurboGrafx-16, easily falls into the latter category.

The scenario: After years in deep space, you return to Earth only to find it taken over by a race of giant insects. In order to recapture the planet, you must annihilate thousands of creepy crawlies, nightmare

bugs that are destroying everything in their path. You merge with a Kimyra, an ultra life form, thus becoming half-human and half-insect. With superhuman powers you then set forth to restore earth to the human race.

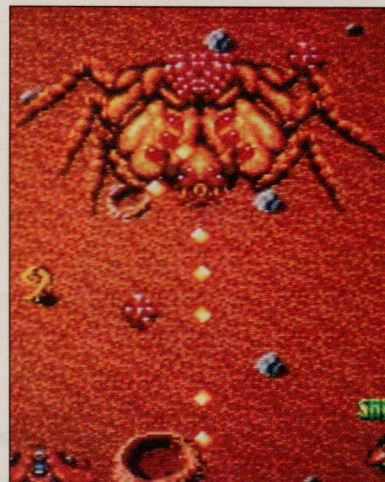
Cyber Core has six challenging levels of insect-nuking action. In your fight to rescue Earth, you'll battle above an ocean,



Throughout *Crater Maze's* 60 levels, your on-screen character, Opi, will meet all forms of creatures, though the various weapons he finds will help him on his mission.



Cyber Core, a shoot-'em-up battle for the TurboGrafx-16, will test your trigger finger, reflexes and stamina.



through a ruined city, across a desert and in three other locations, ending with the invaders' underground nests. Your enemies include such six-legged creatures as re-flies, big-horned cicadas, blast spores and skull ticks, in addition to the boss bugs Rock Worm, Side Winder, Beelzebub, Double Saw and others.

Being half-insect, you can metamorphose into more powerful life forms. By shooting egg-carrying enemies, pods are released that move you higher and higher up the insect evolutionary scale when retrieved in the right order, giving you greater strength and more powerful weapons.

In addition, several power-ups will appear on the screen, including shields, which absorb the enemies shots; magic balls, which make you temporarily invincible; life-force icons, which act as 1-Ups; and block busters, which, when grabbed, destroy everything on the screen.

Cyber Core's graphics are up to TurboGrafx standards, with vivid backgrounds and nicely detailed sprites.

The music, although not as engaging as in many of the TurboGrafx games, is still a step above the standard fare we've come to expect from other gaming systems. The sound effects are wonderful, particularly if you're playing in the stereo mode.

As for playability, this is one tough game, a bug blastathon that will leave your controller hand aching. As with many shoot-'em-

ups, until you learn the enemies' attack patterns, even the first level will seem to require superhuman coordination and speed. You'll definitely want to have your turbo fire cranked up for this one. Maneu-

Only four people can save the Kingdom.

You are all of them!

Ultima[®]

EXODUS

**Winner-
Best Fantasy Role Playing
Video Game of the Year[†]**



**FREE
WCW T-SHIRT
WITH THE PURCHASE
OF 2 FCI GAMES!***

WCW and World Championship Wrestling are service marks (SM) of World Championship Wrestling, Inc. Ultima[®] is a registered trademark of Richard Garriott. Licensed by FCI for play on the Nintendo Entertainment System. © Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. FCI is a registered trademark of Fujisankel Communications International, Inc. 150 East 52 Street, NY, NY 10022. Consumer Information (708) 968-0425
[†] Game Players Magazine, 1989

Ever since the evil sorcerers Mondain and Minax were banished, the citizens of Britannia have enjoyed peace. But now—twenty years later—they're back. And out for revenge!

You handpick the team of four valiant warriors. Their Mission: restore peace to the kingdom. You choose their skills. You select their weapons. And then set out across treacherous terrain, battling fierce enemies and evil spells. It'll take all of your wits, all of your fighting skills...and maybe a little magic. Are you ready for a real role playing challenge?

- Ability to create your own characters
- 5 year lithium battery saves scores and game positions
- Three different games can be saved individually for future play
- Over 100 hours of game time

* Send the UPC Bar Codes from any two FCI games with your size, name, address, zip code, and \$2 postage and handling in an envelope to this address: FCI T-SHIRT OFFER, PO Box 669508, Charlotte, NC 28266. Adult sizes only: S, M, L, XL. Allow 4-6 weeks for delivery. Offer good through Dec. 31, 1990, or while supplies last.

CIRCLE #125 ON READER SERVICE CARD.

GET THE HINT!

THE ULTIMA HINT BOOK
Get the tips and tricks that can help both beginners and experts to complete their quest. This 64 page full-color handbook of Ultima's secrets is only \$8 wherever you buy video games. To order by credit card, call toll-free (800) 422-9001 Ext. 576.

FCI 
Not Just Kid Stuff

vering your on-screen character is hard enough without having to continually tap the fire button. Still, you will need to switch between the "I" and "II" buttons, since some enemies must be destroyed with bombs, while others will be affected only by your laser guns. Get those fingers limber!

In summary, *Cyber Core* is a fast-action shoot-'em-up that's challenging enough to tax even veteran gun hands. Its combination of detailed graphics and interesting sound effects make it a game that you'll return to often.

—C. W.

NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094
(312) 860-9500

Rad Racer II

SQUARE SOFT

For the Nintendo Entertainment System (\$44.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Rad Racer II is another in a seemingly infinite line of conventional racing games. Trust me; you've seen this all before. The road streams "toward" you as you maneuver your speeding vehicle around tight corners and competing cars. Go too fast and you'll spin out on the corners. Go too slow and you won't compete in the next race.

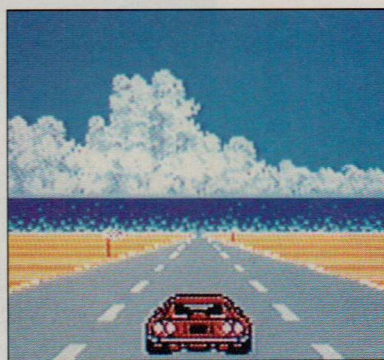
And those, folks, are all the gears you'll find in this crankcase.

Okay, there are a couple of minor twists. In order to get a fast start—at the beginning of a race or after crashing—you can hold the down arrow on the control pad, wait until your turbo-boost power builds to its max and then press the "A" button to blast off from a dead stop to instant full speed. Kinda neat. In addition, once on the road, pressing up on the controller will engage a turbo accelerator, which adds a little pop to your ride.

As for the race, don't expect anything unusual. You drive. You turn. You brake.



If the shelf that holds your NES games has a gap in the racing section, Square Soft's Rad Racer II may be what you're looking for.



You make it to the next round or you don't. Besides expert driving, sideswiping competing cars is about the only strategy you can employ to discourage your opponents.

If you find it difficult to advance to the tougher tracks (it does take some practice), a stage select lets you start at any level. Moreover, you can choose

between day or night scenes. These features, however, cannot be selected normally from an on-screen menu, rather, they must be accessed by a series of button presses.

Rad Racer II's graphics are good, but typical. Each race has a background graphic that depicts the city in which the race is taking place.

Without a doubt, though, this game's brightest feature is its music. You can choose between two different soundtracks, both of which are excellent. You can also choose to turn off the music and race with nothing but the sound of squealing tires, revving engines and grinding metal.

Why did Square Soft decide that NESers needed another racing game of this type? Beats me. If your gaming library has a hole on the racing shelf, this one may fit the bill. If you've been down this road before, just drive on by.

—C. W.

Square Soft
Westpark G-1, 8347-154th Avenue N.E.
Redmond, WA 98052
(206) 861-0101

Super Hydlide

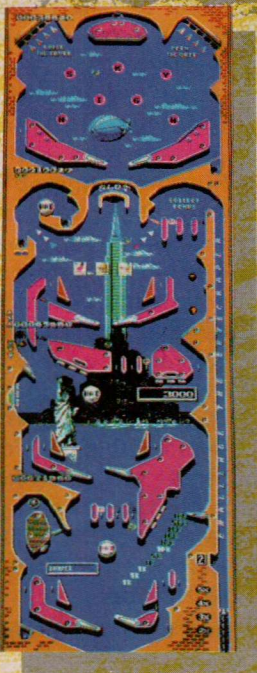
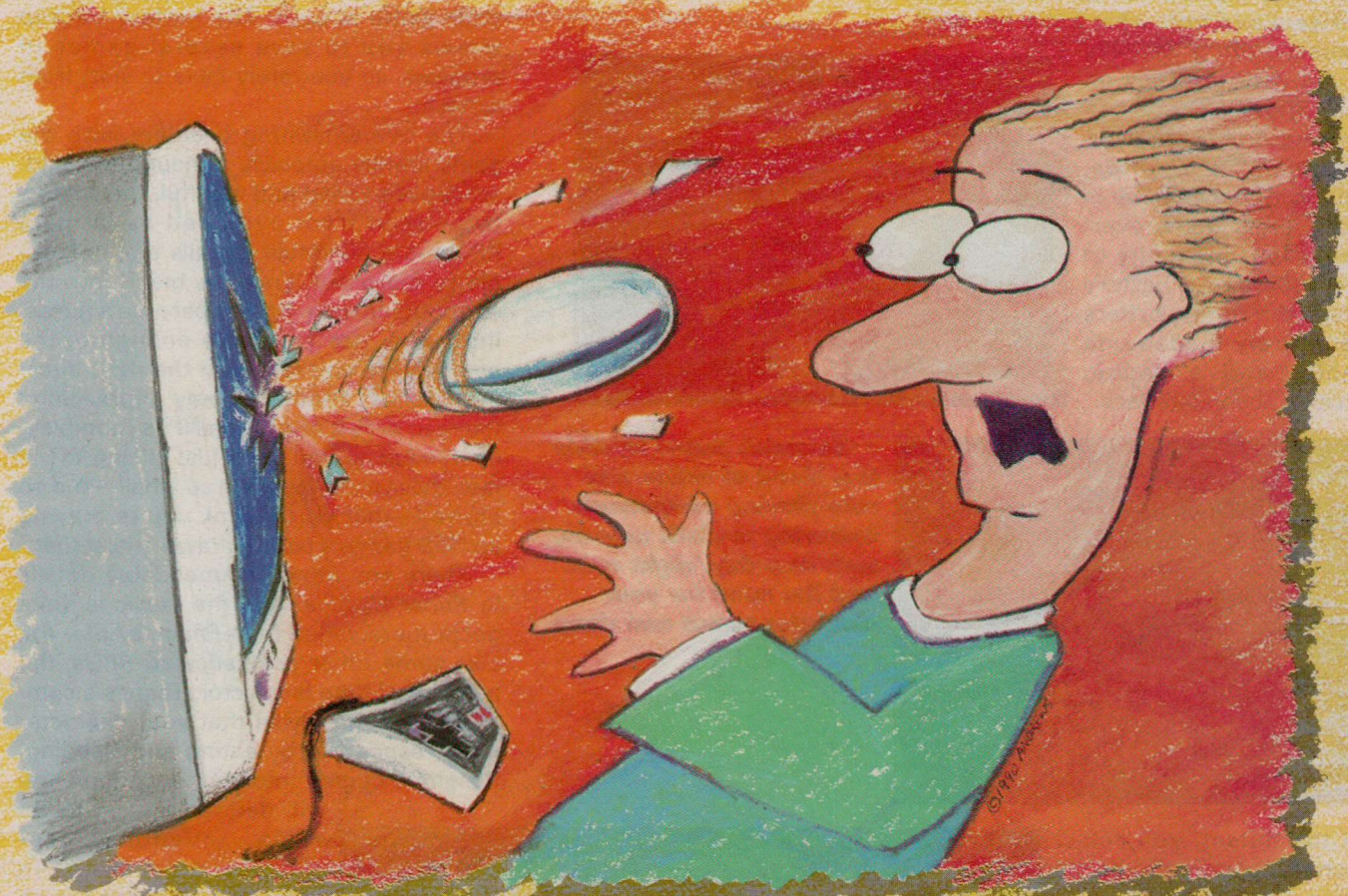
SEISMIC

For the Sega Genesis

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

When one plunks down the big bucks for a 16-bit gaming system and pays similarly hefty prices for each game cart, what does one expect? Better sound and graphics? Absolutely. Greater depth, longer and

COMIN' AT YA!



ROLLERBALL™

The pinball game of the '50s meets the technology of the '90s! ROLLERBALL brings you two exciting new games in one. **SKYSCRAPER**—A four-screen, vertical-scrolling pinball tour-de-force guaranteed to challenge any player, beginner or pinball wizard! **MATCHPLAY**—Fast-paced head-to-head competition with a few twists you've never seen before! The electronic pinball game with true pinball flipper feel and ball action! The only thing it won't do is TILT!



Watch for our games at the Nintendo World Championships. Soon to be in a city near you.

HAL
HAL AMERICA INC.

The Funatic Specialists

Licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

HAL is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are registered trademarks of Nintendo of America Inc.

Nintendo World Championships is a trademark of Nintendo of America Inc.

From the makers of REVENGE OF THE GATOR

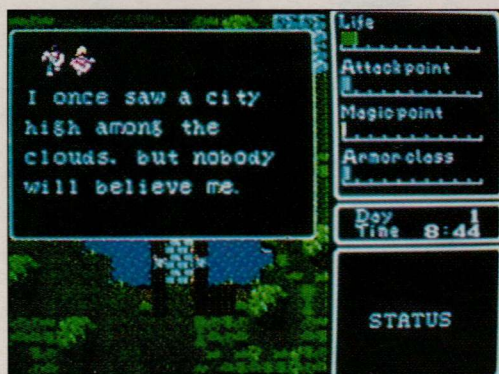
CIRCLE #126 ON READER SERVICE CARD



© HAL AMERICA Inc.

more complex games? Definitely. And Genesis owners have enjoyed exactly those returns: Some of the carts produced for our system are without question the most vivid and absorbing to ever grace the home video screen.

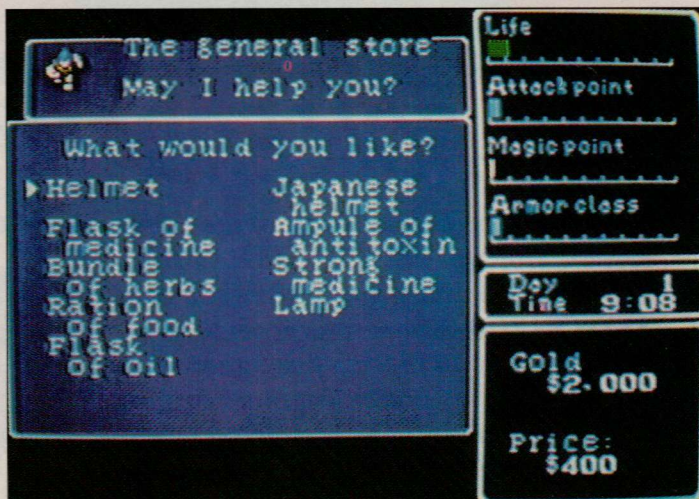
But *Super Hydlide* is, in some respects, a backward step from what we've been led to expect from a Genesis cart. A hybrid RPG/action game, *Super Hydlide* too heavily resembles its NES forerunner, *Hydlide*. Although *Super Hydlide* is a much larger game overall, with four megabits of game code and a battery backup, the game suffers from entirely inadequate graphics and a vague, unexciting action interface.



Seismic's *Super Hydlide* is a blend of action and role-playing components featuring realistic aspects, such as a day/night cycle and the need for your character to eat and sleep.

At the outset, you select the character you'll guide through the adventure: warrior, thief, monk or priest. The monk and the priest are chiefly magic users and very weak physically. The warrior and the thief can both use magic, but only a limited number of spells are available to them. (Monks and priests can use the whole spectrum of magic.) Warriors and thieves are also far stronger and have greater constitutions, making them a safer, if less interesting, choice for those who are tired of having their character wiped out repeatedly in the early stages of the game.

As the game progresses, you guide your character through villages, cities and dungeons. Along the way, you'll engage in hundreds of short, simple battles. The battles consist of moving your character next to the enemy and hitting a button. The button swings your sword, casts your spell or uses whatever weapon or offensive technique you've currently selected



with the standard menu system (reminiscent of the menus used in *Phantasy Star II*). Sometimes you'll fail to connect, either because your abilities aren't perfected or because you're not positioned correctly to deal with your opponent. When defeated, the enemy disappears or you die, and your game is over. The battery backup allows you to save several games in progress, so you rarely have to start from scratch.

The overwhelming problem with the game are the graphics. Although the landscapes are varied and colorful, the characters—seen from overhead as in most RPGs—are miniscule. Details are impossible to make out. Enemies blend into the surrounding area. Battles become a guessing game. Are you close enough to the enemy? Are you facing in the right direction? Is that another enemy approaching the rear, or is it one of the NPCs (non-player characters) you were just talking to? In fact, these characters are so small—and so blurred—that you'll think you're playing an NES game, a poorly drawn one at that.

There are some commendable details in *Super Hydlide*. And the music is quite good, more varied than *Phantasy Star II*'s. Like some other sophisticated RPGs, the passage of time is a factor. There's a complete day/night cycle that your character must respond to by eating and sleeping. Weight is figured into your inventory: You

will definitely have to do some inventory juggling—and guessing—in order to determine which items need to be carried and when.

But despite the nice touches, this game will provide you with 40-80 hours of nonstop squinting. Add to that the monotony of repetitive, simplistic combat and what's left is a major disappointment. If the battle sequences were fewer but more strategically interesting and if the graphics demonstrated any advance

over the 8-bit games of three years ago, *Super Hydlide* might have been a winner. As it is, only the most easily entertained will feel they've gotten their money's worth from *Super Hydlide*.

—J. M.

Seismic, Inc.
3375 Scott Boulevard, Suite 100
Santa Clara, CA 95054
(408) 727-3682



SHANGHAI™

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game—the only thing we can't teach you is how to quit!



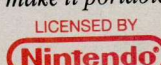
The Funatic Specialists™

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005
Tel 503/644-4117 • Fax 503/641-5119

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. ©1990 Nintendo of America Inc.

Revenge of the Gator™

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy™ make it portable.



THE TURBOGRAFX-16 GOES INTO THE S H R I N K I N G MACHINE

BY ANDY EDDY



VG&CE first reported on the possibility of a TurboGrafx-16 portable in the *News Bits* section of our February 1990 issue, then showed you an artist's representation of the unit in our April 1990 *News Bits*. Unfortunately, little news has since come out of Japan, where the machine is being developed, about this much anticipated game player.

As this issue was going to press, VG&CE acquired more data and pictures on the "Game Tank," the working title for the TG-16 portable. It was scheduled to be on display for the Summer Consumer Electronics Show in Chicago (June 2-5, 1990), which leads us to think—and the reliable sources of our grapevine back this up—that the portable will be ready for introduction in America this Christmas. VG&CE will update you as to when the TG-16 portable, as yet unnamed, is firmly announced for purchase in this country.

Specifications and Details

As we've already noted in our previous coverage, the TurboGrafx-16 portable (we'll refer to it as the TGP) will play all existing TurboChip games, which is its obvious advantage. Unlike the Lynx and Game Boy, NEC won't have to develop and produce another software line to support the portable.

That's the strength of the TGP: It's identical to the TG-16 from a hardware standpoint. Lots of readers call to ask us about specifications, mainly resolution, and want to know which system is strongest. These days it's not so much resolution that's important anymore, but instead the number of colors that can be displayed simultaneously. In the TG-16's case—and, therefore, the TGP—the specs report that up to sixteen 16-color palettes can be put on-screen simultaneously, which means 256 different colors out of a possible 512.

Colors and resolution aren't the only things that the TGP will borrow from its big brother. It will also use the same processor, handle 1.5 MIPS

(million instructions per second) and allow up to 64 sprites per screen with up to 16 colors per sprite.

Similar to the Game Boy and Lynx, which were constructed with built-in networking capabilities for multiplayer games, the TGP will also feature a communication-link cable that will allow two-player games. For this reason, NEC will start developing games that take advantage of this capability, rather than offering TGP-specific software. Rumor has it that the first game the communication link will be tested on is a head-to-head air-hockey contest, with each person seeing his perspective of the action on each TGP.

The TGP, much like the Game Boy in size and shape, is equipped with all the necessities—bells and whistles too. On the lower half of the face, just under the screen and speaker slots, are the controls. Not only does it have the standard directional rosette and buttons for **SELECT**, **RUN**, "I" and "II" functions (as on the TurboGrafx controllers), it's also been furnished with "turbo" switches to individually alter the rate of autofiring by each "I" and "II" button. Additionally, the TGP will have a stereo-headphone jack for personal game play.

Thanks to the diminutive size of the TurboChips, the "cartridges" that hold the game information, the TGP doesn't need a large cartridge slot. At the top rear of the unit, there is a small opening where the TurboChip fits snugly. In contrast, talk of an NES

or SMS portable eventually leads to discussions of size and how much bigger a portable game machine would have to be built in order to handle those bulky cartridges—not a concern with the TGP.

What would a portable be without battery power? The TGP requires six "AA" batteries to run, which NEC figures will last a minimum of 3-5 hours during normal usage. The plan is also to offer a rechargeable battery pack, an AC adapter and a car cigarette-lighter cable, but it hadn't been decided at press time which of those items would be optional and which would be part of the TGP package.

As we spent time with a prototype of the TGP at the R&D laboratories in Japan, we were amazed at how crisp the picture was. It was so clear, we could easily read the numbers and characters on the power-up capsules as we played *Blazing Lasers*. Similarly, the charts and maps of *Military Madness* were crystal clear. The credit for the high-quality visuals goes to the type of screen used: an MIM Active Matrix LC (liquid crystal) display. "Active Matrix" means that each dot on the screen has a separate transistor controlling it, so the screen information can be updated quickly without smearing or blurring.

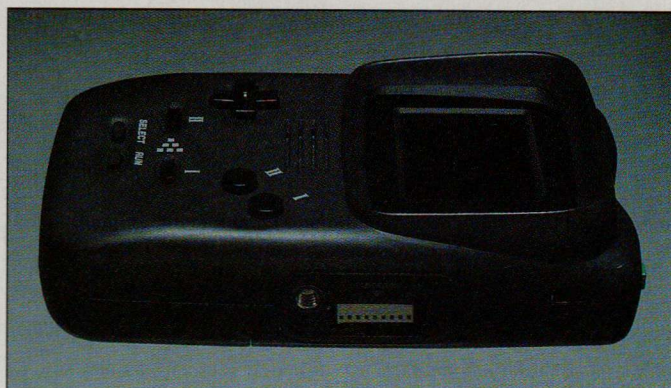
Unfortunately, using active-matrix screens is costly and can slow down production. Epson, NEC's TGP display manufacturer, rejects any screen with even one nonworking dot.

TABLE OF SPECIFICATIONS

Base Unit:	185mm x 110mm x 46mm (approx. 7 1/4" x 4 1/4" x 1 3/4") 410 grams w/o batteries (approx. 14 1/2 ounces) 560 grams w/batteries (approx. 20 ounces) (identical to TurboGrafx-16 in hardware specifications otherwise)
Screen:	39.7mm x 51.1mm (approx. 1 1/2" x 2") 312 x 238 dots (74,256 dots total)
Tuner:	113mm x 52mm x 40mm (approx. 4 1/2" x 2" x 1 1/2") 150 grams (approx. 5 1/4 ounces)



The left-side view of the TurboGrafx-16 portable keeps most of the controls close at hand (from left to right): a jack for off-board DC power, the stereo-headphone jack, a volume knob, a two-position brightness switch and a variable contrast knob.



A peek at the right side of the TGP yields perhaps the most exciting feature, a port that will hold the optional television tuner. This device will not only turn the TGP into a fully functioning TV, but also lets you use it as a monitor for other video sources, like a VCR or camcorder.

Speaking of the display, the resolution of the TGP is 312 x 238 for a total of 74,256 dots. This makes for not only a good picture for video-game playing, but also for TV watching. And the TGP won't be limited by available lighting, as is the case with Nintendo's Game Boy. The TGP will be equipped with a florescent back-light with a life span of approximately 4,000 hours of use.

It's Not Just for Games

Did we say TV watching? Well, as we noted in the February issue, NEC is also planning to produce an optional tuner (with a rumored target price of \$79) that can couple to the TGP, turning it into a fully functional UHF/VHF television. This tuner, though equipped with a telescoping rod antenna, will also have a separate antenna input.

The coup de grace is that the tuner will also feature audio- and video-input jacks. This will allow the TGP to operate as a monitor for a camcorder, VCR or other video

device. As with the TG-16—which NEC is positioning as a home-entertainment device thanks to its CD unit—the TGP is more than just a video-game system. What will NEC think of next?

Stocking Stuffer

Unfortunately, that's all the information we have—though it makes for a nice dream machine. It might be pushing it to expect that NEC could bring the TGP out by Christmas 1990, but knowing the determination that the company has displayed so far and its Japanese roots, it's even money that you could be holding a TGP in your hands by New Years Day 1991.

My palms are getting sweaty just thinking about it. 🙄



The compact size of the TurboChips makes it easy for NEC to work a portable around them. A slot at the top rear of the TGP holds the cartridge (in this case, the Japanese version of *Bonk's Adventure*); the door at the bottom opens to house six "AA" batteries.

You Could Win a TurboGrafx-16 System!

VIDEOGAMES & COMPUTER ENTERTAINMENT and NEC Technologies have joined together to offer our lucky readers the chance to win a TurboGrafx-16. The winner, picked at random, will receive a brand-new TG-16 game system, a TurboStick controller and assorted TurboChip games.

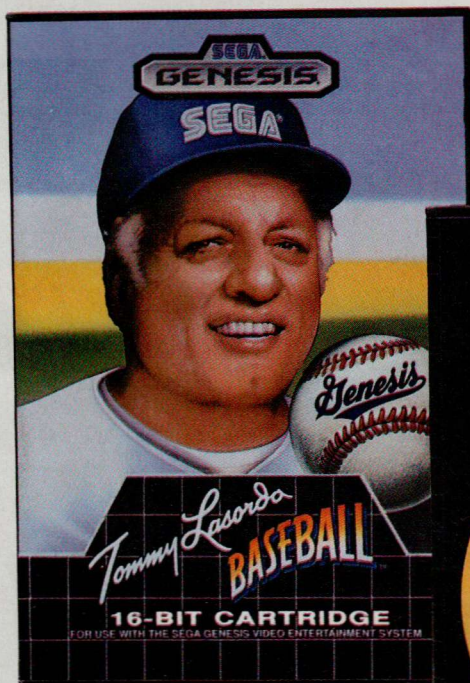
To enter, just send your name, address and phone number on a postcard to

VIDEOGAMES &
COMPUTER ENTERTAINMENT
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210
Attn: TG-16 Contest

All entries must be received by August 31, 1990, and the winner will be announced in the December issue of VG&CE. Best of luck to you!

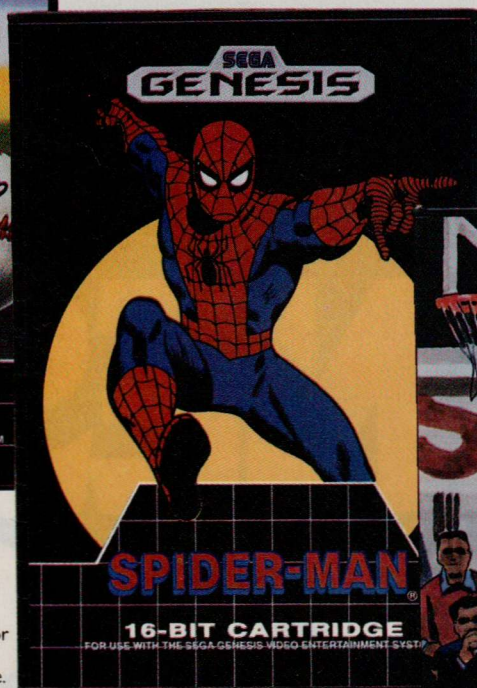
**GENESIS[®]
DOES**

WHAT NIN



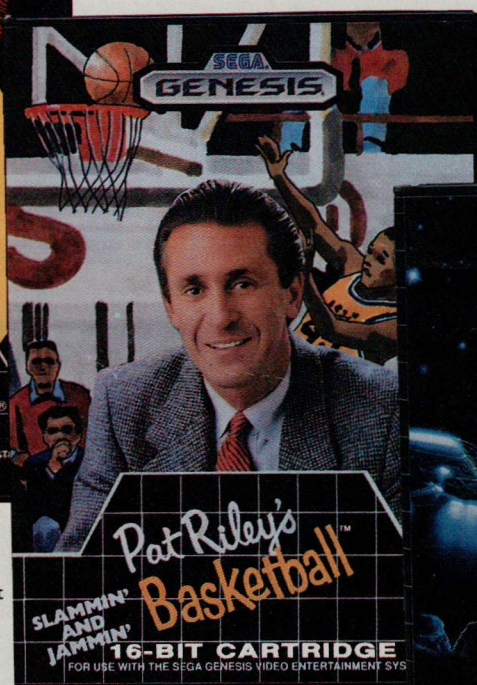
TOMMY LASORDA BASEBALL™

All the major league plays. Moves. And strategy. From choosing your own line-up to the subtleties of shifting your infield and outfield. Only on Genesis. Whether it's the realism of the graphics or the challenge of the play, this is simply the most sophisticated baseball game to be found anywhere.



SPIDER-MAN®

You'll need to capture a special key from each of the five arch criminals to disarm the secret super bomb that threatens New York City. As you meet each challenge, choose carefully which of your super powers you will use, or you shall fail in your quest. Action and adventure only on Genesis.



PAT RILEY'S SLAMMIN' AND JAMMIN' BASKETBALL™

Check out the size and detail of the players. Check out their moves. Slam-dunk behind the head. Make your magic moves down the lane for a lay-up. In their face. Realism you won't believe. Realism you simply can't find, except on Genesis.



MICHAEL JACKSON'S MOONWALKER™

The music video comes alive in this action game designed by Michael Jackson. Use all of Michael's

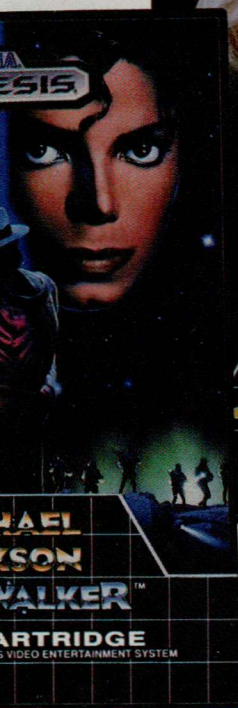
Imagine. You're Spider-Man, scaling the face of a towering high-rise. Or Joe Montana, rolling left to throw the winning touchdown pass. Or Michael Jackson, taking on the evil forces of Mr. Big. And there's only one place you can do it all. On Genesis by Sega.®

Sports games which actually put you in the game by uniquely capturing the feel and action of the

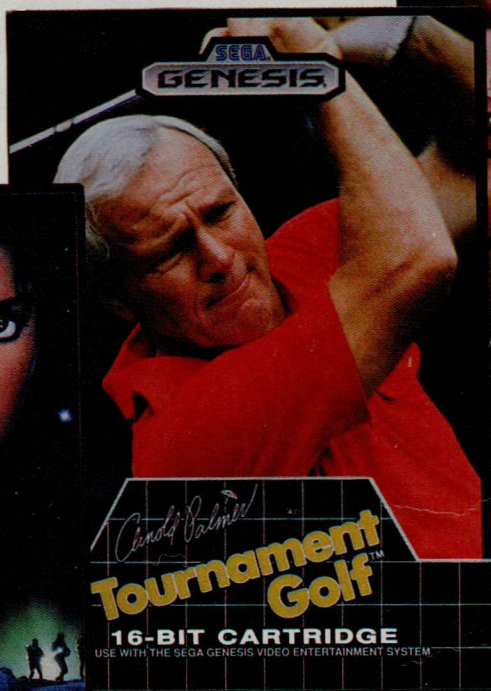
sport. The superb game play and graphics of real blockbuster arcade hits which can only be duplicated through the 16-bit technology of Genesis. Music video games which recreate the dance moves and stereo music of the stars like only Genesis can. And adventure games with depth of play and mega-power second to none. You can't do this on Nintendo.®

Genesis is the only true 16-bit system and that's

TENDON'T.

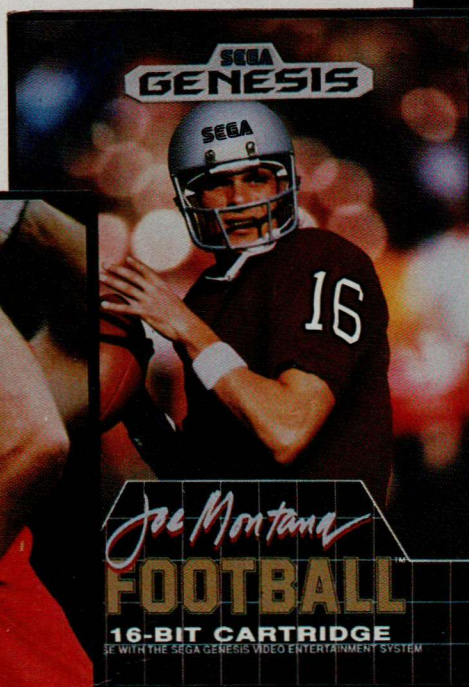


moves: the dance-kick, the hat attack, the lean. You're taking on Mr. Big and his goons. It's time to give it everything you've got. To the beat of Michael's biggest hits. In stereo. And it's only on Genesis.



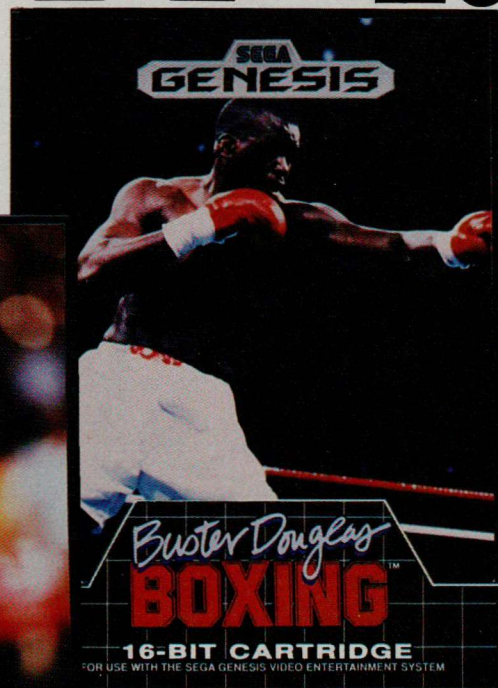
ARNOLD PALMER TOURNAMENT GOLF™

You can practically feel the breeze in your face as you tee off. Careful. Account for the wind factor. Choose your clubs carefully and adjust your stance for hooks or slices. Only Genesis lets you play the best courses around the world. And feel like you're there. You can't do this on 8-bit.



JOE MONTANA FOOTBALL™

You've never seen blocking, tackling, or open field running that looks this realistic. Call the play, take the snap and look for an open receiver. It's the game inspired by Joe himself. And it's only possible from Sega, the masters of arcade entertainment.




JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING™

Defend your title against top-ranked challengers in a twelve round main event. Adjust to the boxing style of your opponent in the early rounds. Go to the mid-section to slow him down. And put him against the ropes with deadly combinations. Counter-punch or nail him with an upper-cut or quick left hook. Only on Genesis.



why Genesis provides a total video gaming experience you simply won't find anywhere else. Certainly not on any 8-bit system. Or even on a Turbo-8.

Add to that the Genesis team of Michael Jackson, Joe Montana, Tommy Lasorda, Arnold Palmer, Pat Riley, James "Buster" Douglas and Spider-Man. Only on Genesis.



Have you ever danced with the devil in the pale moonlight?"

Like a swift slap in the face, Bruce Wayne reeled at the sound of it. It was the same thing he heard as a boy, the same words his parents' murderer spoke before the laughing thug slid off into the night, but this time he wasn't just hearing the echo inside his head. There in front of him was the Joker, the kingpin of Gotham City's downfall.

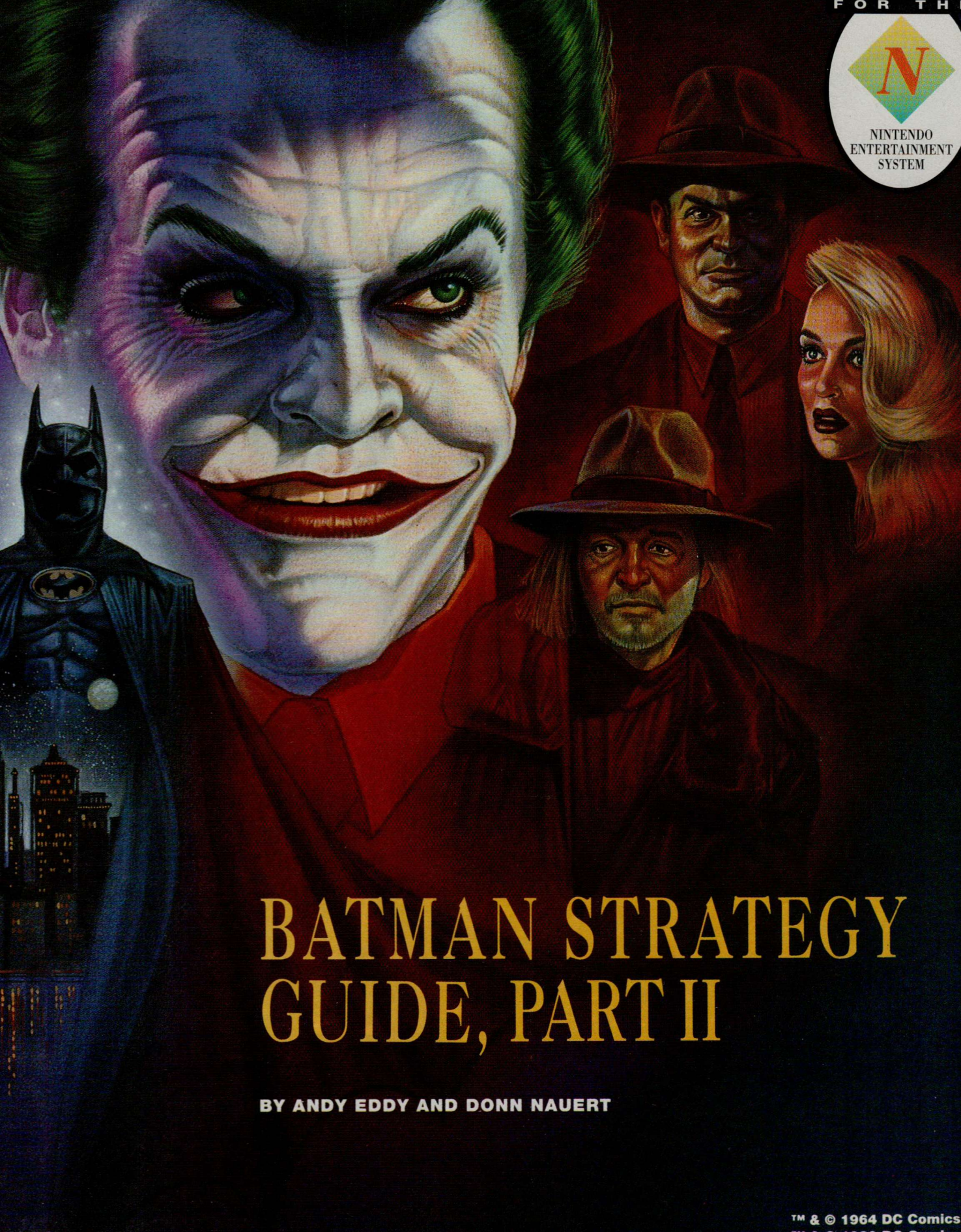
He felt a strength surge through him, far beyond the simple adrenaline rush a confrontation like this brings. Oddly enough, the creature who stood before him had taken his life from him when he was young, but at the same time had given him a new existence, that of the crime fighter Batman. And this new existence was staring Jack Napier, who himself had been transformed into the Joker, in the eye.

"Have you ever danced with the devil in the pale moonlight?"

The words reverberated around the masonry of the Gotham City Cathedral. These sacred walls had never before bore witness to the intensity that this encounter brought forth. But before it was over, one of the two combatants would lie prone and lifeless at the base of the stone tower.

Illustration by Alan Hunter





BATMAN STRATEGY GUIDE, PART II

BY ANDY EDDY AND DONN NAUERT

The first thing you'll face here are a couple of jaders, bouncy creatures that are a pain to destroy. The best strategy against a jader is to pick the batarang and fire it as he lands. To avoid him crashing down on you repeatedly, move toward him a little as he is ready to jump. This will launch him over your head instead of on your head.

Watch out for the mobile home mines that lie in wait, slightly hidden, underwater.

STAGE 3-1



Oh, no. Another drop claw hidden in the rafters.

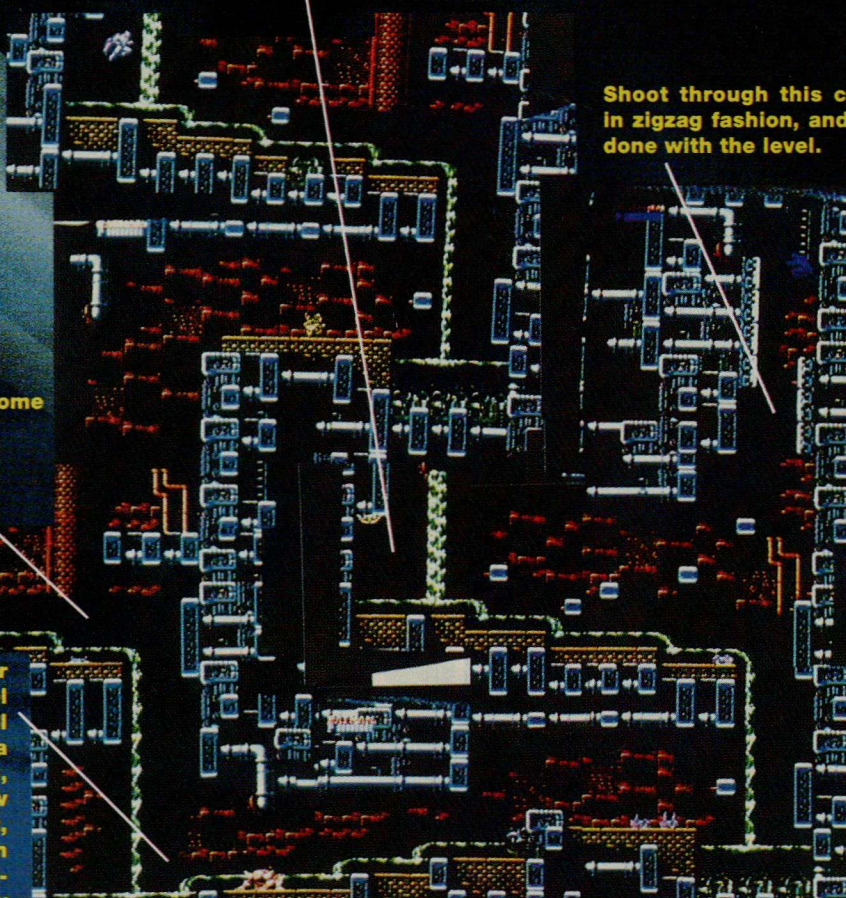
STAGE 3-2

Going to this section of the stage isn't necessary, but it's a good place to load up on weapons and power for the enemies ahead.

Again, another mobile home mine waiting for you.

As you hit bottom, a jader ambushes you. Don't travel too far to the right, or you'll end up trying to deal with a pair of jaders. Then again, by now you should know that if you drop to the left, you'll end up standing on some turbines. Careful positioning as you fall is very important.

Shoot through this corridor in zigzag fashion, and you're done with the level.



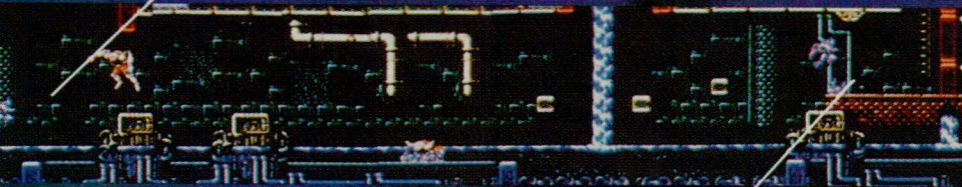
STAGE 3-3



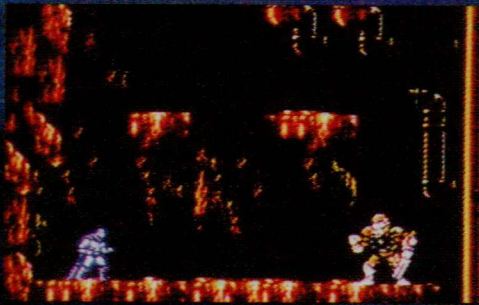
More jaders here, but now that you've got the strategy down, you'll be able to quickly move through.

When you cross over this wall, you'll face the final challenge of the level, one last EEV. Strangely enough, the designers put in a barrier you can hide behind that the EEV's shots won't penetrate. Safely duck until its shot whizzes overhead, then jump and attack. Punching

power is sufficient, and make sure you punch even when the EEV seems just out of range. (See "General Hints" from last month.) The batarang is a better weapon, though, because it seems to damage the EEV more than once as it passes through the machine's body.



STAGE 3-4



Use the method we described last month to stop the drop claw from firing, then move on to the next stage.

Welcome to the Electrocuter's den. The Electrocuter is a vicious force, thanks to his moon attacker beam. To live through his onslaught, you must be fast on the draw. If you dawdle, you'll surely die, and jumping atop the high platforms is only sometimes successful. (The Electrocuter will take occasional leaps up to tag you on your lofty perch.) The best way to kill him is to move to the middle of the room and sling batarangs at him as quickly as possible. You'll end up with one or two notches of power left, but you'll survive.

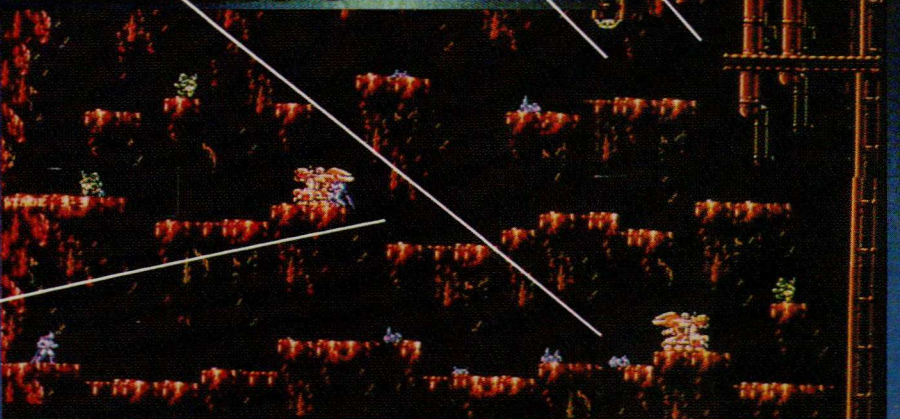
What the heck is this? Well, this mechanism is an EEV, and it shoots big fireballs at you. In some cases, the best strategy is to backtrack until you can't see its shots anymore, then return and—voilà—it's disappeared. If that doesn't work, you'll have to avoid its shots and dump a few bullets of your own just below its clawlike appendage.

Your timing will have to be critical here; strike at the heatwave as you leap by, but watch out for his flame. Don't rest either. There's another one just up ahead.

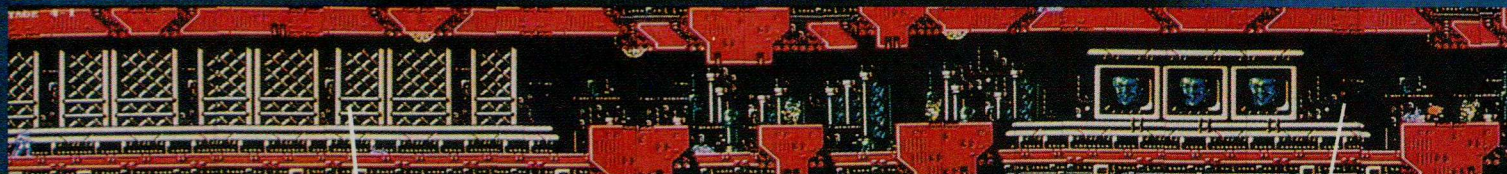
Yet another corridor to maneuver through. It seems like some of the surfaces are slippery, because Batman slides off. Persevere and you'll be at the top in no time.

These drop claws are put in the trickiest spots.

Watch out for another EEV here. Make sure you clear the mobile tracker before you take the EEV on.



STAGE 4-1



Don't expect things to let up in the laboratory ruins, the site of the Joker's backup lair. At the start, you get a

grouping of now familiar adversaries—a jader, some mobile trackers, drop claws and heatwaves—all thrown at you simultaneously.

For some reason, this jader doesn't mind keeping his distance. Just the same, finish him off quickly while you

keep your eyes open for other assailants wandering into the picture.

STAGE 4-2

Right here you'll meet a few soldiers. If you need weapons and/or power, this is a good spot to gather both by destroying an adversary, picking up the Icon, backtracking and returning for another battle. Be careful when you back up, because you may find things that weren't there originally.

These platforms are simple to negotiate if you drop between them, grab the wall on the way down and jump up to the next platform. This drop-grab-and-jump move, which we detailed last month, will keep you from landing on the gears below. (The ceiling is too high to jump from platform to platform consistently.)

You'll have better luck avoiding this tracker and detouring on the floor below after drawing out the mobile home mine.

Jump up to the left overhang, and leap right over the gears...

Don't jump too high, or you'll get a batache on the gears above.

What's this? An exit just across the chasm? Seems like it's in reach, but it's not. Sorry, you'll have to take the long way.

Watch out for the rail runner, which you first meet here. Did you notice that you won't take any damage if you rapidly punch it?

You've got a drop claw, a rail runner and sparks flying across your exit path. Be extremely careful here! (Stay to the right to avoid the drop claw's bombs.)

Jumping up here will provide a mini-shortcut.

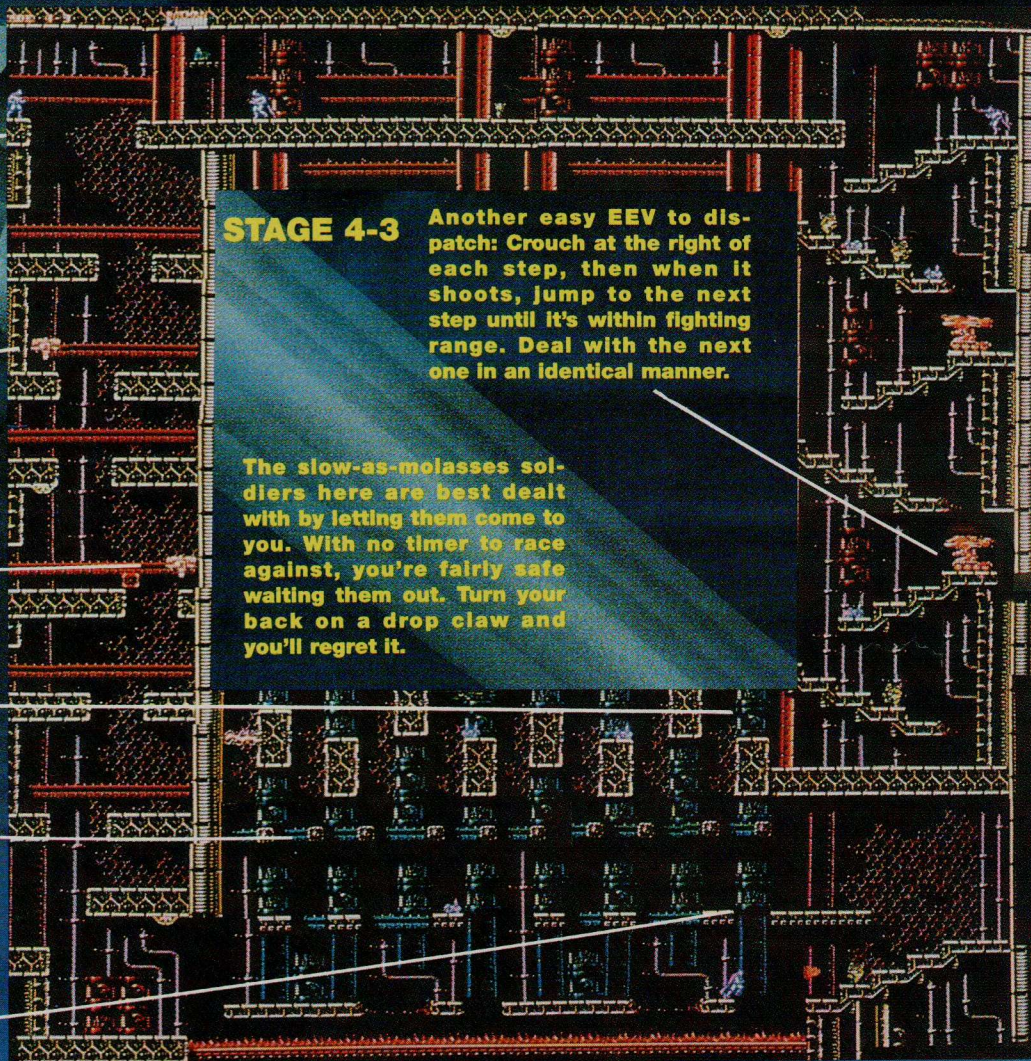
Drop through and you'll find yourself with lots of real estate to cross again.

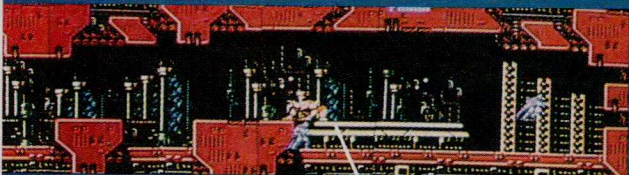
These jumps are equally challenging, but if you should miss one by a little, you can usually catch the edge of the platform and leap back for another try.

STAGE 4-3

Another easy EEV to dispatch: Crouch at the right of each step, then when it shoots, jump to the next step until it's within fighting range. Deal with the next one in an identical manner.

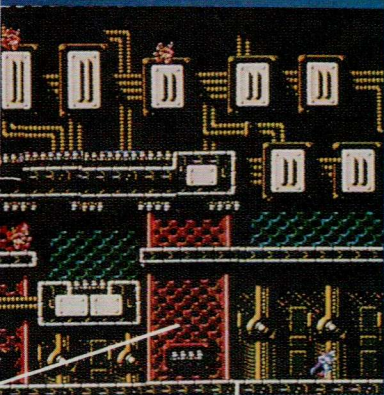
The slow-as-molasses soldiers here are best dealt with by letting them come to you. With no timer to race against, you're fairly safe waiting them out. Turn your back on a drop claw and you'll regret it.





The last jader can be hard to get if he gets trapped on the platform above you, as seen here. If you draw him out

onto the same level as you, you'll have an easy time mopping him up.



...then repeat the move here.

Stay to the left when you get up here, and you'll avoid the drop claw's bombs.

It's a tight fit due to the low ceiling. Jump onto the platform from a low angle.

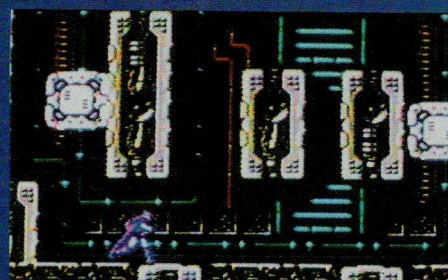
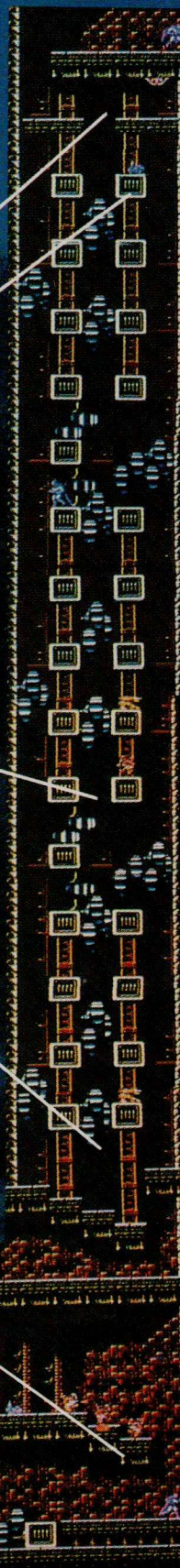
You'd better be well practiced at the drop, grab and jump or else you won't survive the level.

A drop, grab and jump to the right will help you. Watch the drop claw overhead, and don't fall through this canyon, or you'll have to repeat the section.

Careful jumps will keep you from losing too much power here.

Welcome to Heatwave City. It's going to take some work to get by these guys, but taking one shot at a time as you leap up is a safe way to operate.

STAGE 5-1



STAGE 4-4

Boy, is this "boss," the dual container alarm, a pain to get past! It's not that hard, but you have to be very determined and consistent. The best method is to climb atop the center platform, and continue punching to the left. (Remember, you just learned that you have protection as long as you keep punching and making contact. If you use a weapon, you will quickly drain your supply.)

Once one of the boxes is out of the way, the other one will make a beeline to the lower-right corner. You'd better follow it down—otherwise you'll end up getting blasted because its shots take up the upper three-quarters of the screen. To make quick work of the remaining box, utilize a fast trigger finger on the spear gun from a crouch, and you'll be out in no time.



At the peak of the Cathedral, the firebug will warm you up before you take on the Joker—with 600-million° fireballs! To defeat him, timing is of the essence. First, prepare yourself with the batarang weapon. If you jump over his shots then sling the batarang just before you hit the ground, you'll be surprised how easy he is to dispatch. But don't celebrate yet....



STAGE 5-3

Here he is—the dreaded Joker. Between his gunfire (that's a long barreled weapon), his running attacks and call to the heavens for custom lightning bolts, you'll have your hands full. Most of all, avoid his bullets because each shot causes three points of damage to you.

A firm strategy for finishing off the Joker is to keep punching when he takes a run at you, which keeps you unharmed. Also, if you crouch at the point where his gun touches the floor, you'll be able to hit him while avoiding his lightning bolts and shots. In the end, you can sit back knowing that you've saved Gotham City from certain destruction! And we know now who's in a permanent sleep on the blacktop outside the Gotham City Cathedral.

continued from page 36

Soccer Mania—CSG Imagesoft

Link up with a friend or play the computer in this action-packed soccer sports game. Select one of six countries as you compete for the World Cup.

Qbillion—Seta

This puzzle game is guaranteed to test you mentally. Play six different types of games. Players control Mr. Mouse through 120 different built-in puzzle patterns. Try to erase all symbol blocks and push all blank blocks down to floor level, or use the editor to assemble custom puzzle patterns.

Ishido—The Way of Stones—Nexoft

Ishido is played by one or two players on a game board with 96 possible stone locations. The player draws individual stones—there are 72 stones in total, two each of 36 designs—one at a time and places them on the board. The object is to position the stones, following the rules of the game to score points. Luck of the draw as well as a basic strategy are needed to maximize one's score.

Penguin Wars—Nexoft

A popular and amusing Japanese coin-op game, **Penguin Wars** requires you to roll ten balls into the opposite side of the playing court within 60 seconds while the other player, also an animal character, attempts to roll them back. Balls hitting a character knock him down for a bit, so you must be prepared both offensively and defensively. The winner takes two out of three games to win a set, with five opposing animal-character levels to compete in. And, of course, you can take on a human animal over the Video Link as well.

Cosmic Tank—Asuka

You have been selected to lead a top-notch squadron in an attempt to save the galaxy. A combat game that incorporates three types of gaming styles: overhead (tank), 3-D (first person) and horizontal shooter (ship).

The Bugs Bunny Crazy Castle—Kemco/Seika

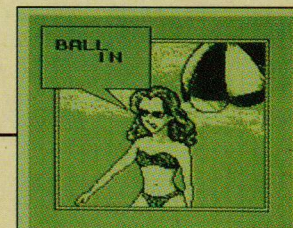
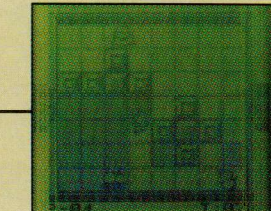
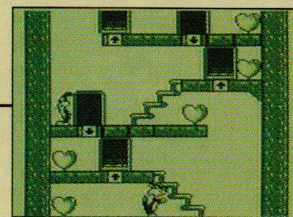
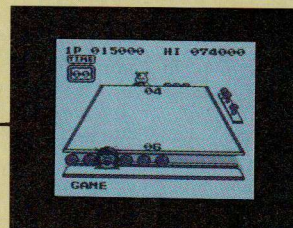
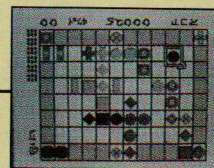
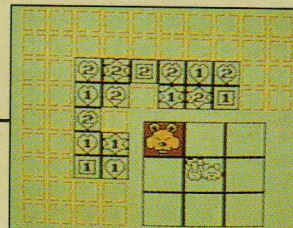
Crazy Castle has our hero, Bugs Bunny, out to rescue Honey Bunny, trapped by Daffy Duck, Yosemite Sam, Sylvester and Wile E. Coyote. Hop from one spooky room to another, chase up creaking stairs and slide down slippery pipes. Grab cargo crates and toss water buckets when the "boys" get too close. And don't forget to pick up the carrots along the way in this 58-level game.

Dexterity—SNK

The Game Boy is well suited to puzzle games, and SNK is entering the genre with a tile-flipping contest. As Dexter Dolittle, you have to clear your "magic puzzle room" of all the enemies you face. Over 30 stages of mind-boggling, race-against-the-clock action will strain you, as more and more enemies—with names like Snowman, Jelly, Humphrey and King Joshing—enter the fray and gradually move faster. Blocks, bridges and holes are added as obstacles; and all the while the timer ticks down. Every fourth level brings up a bonus round that tests your memory.

Malibu Beach Volleyball—Activision

Hey dudes, it's time to kick sand in the faces of the gnarliest men's and women's teams from four countries as you spike your way around the world. **Malibu Beach Volleyball** can be played alone, against a friend or two players can go against the computer. Totally rad!

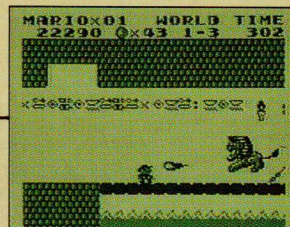
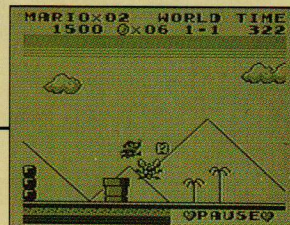


Super Mario Land—Nintendo

No surprises here. This cartridge is an offshoot of the Mario/Super Mario game we've come to love. Our friend runs, jumps, fires weapons and generally behaves in an anti-social manner. It's all justified since he's in pursuit of Daisy Princess who's been captured by that big lug of a space alien, Tatang. There's no time for waltzing around, however, not with four kingdoms (each with three sections to complete), a time limit, various monster perils and an evil boss at the conclusion.

For those who've been in a game the last few years, the Mario genre is generally a horizontal, left-to-right scrolling adventure. In **Super Mario Land**, the little guy runs at and over obstacles, picking up coins and special tokens, smashing blocks and baddies (by using his head and stomping with his feet, respectively), investigating secret passages and generally trying to stay alive. This isn't easy because there are a lot of ugly things out there, such as the bomb-carrying turtle and the war chicken. But the favorite of this house has to be the upside-down flower that tries to bite Mario's head off. Mario can acquire a superball to help clear an area. There are also some new features not previously seen, such as the sky plane and submarine that Mario can perambulate in with missiles and torpedoes at his disposal.

Of course there is the fun of becoming Super Mario should you find the proper token. As in the original Super Mario games, this doubles your size and enables you to smash blocks to bits. It also gives you some protection against being wounded by creatures (which will shrink you back to normal rather than killing you).



Final Fantasy: The Adventure—Square Soft

The Ashuras have been creating havoc, turning four worlds, four once-beautiful worlds, into a wasteland. It is said there is a paradise, a high tower, that connects the four worlds. You must now select your companions for the quest to find this paradise. You are given a specific amount of energy that can be distributed among four to eight characters who have their own attributes. So be gone, and return peace to these fair lands.

Double Dragon—Tradewest

Moving away from intellectual challenges brings us to **Double Dragon** by Tradewest. The first of four projects, **DD** should be the entertaining martial-arts masterpiece we've all come to know and love. Based on the bigger games already out, this game's control also derives from a system of buttons and joystick. Screens of baddies challenge you to defeat them with skill, not to mention nunchaku, throwing stars, pipes and other weapons you may discover along the way.

Mousetrap Hotel—Milton Bradley

For some animated fun, help Maxie Mouse navigate from the basement on up to his plush penthouse mouse hole. Of course, there are a few obstacles along the way in the form of bad-tempered vermin, laundry chutes and crazed vacuum cleaners. Each room has its own pitfalls, but eating cheese will change our hero's tail into useful tools he can use to avoid catastrophe.

Scrabble—Milton Bradley

Milton Bradley is about to bring out their version of **Scrabble** for GB. Faithful to the board game, the built-in dictionary contains over 30,000 entries to keep you honest. Go against Game Boy or take on a friend. There's not only the game board on-screen, but your letter rack, score panel and timer clock as well. Believe it or not, they've even managed to include sound effects.

Jordan vs. Bird: One on One—Milton Bradley

Who will win the basketball match-up of the century, Air Jordan or the Hick from French Lick? Find out as you take on the computer or challenge a friend in one of three games, including a slam-dunk contest and three-point shootout. Pit your skill against the judge's eye.

Power Mission—NTVIC

Simulate a realistic battle against a powerful enemy force, as you command a modern jet fighter in **Power Mission**. Select and deploy your own fleet—you have seven to choose from—and go after the enemy, using your radar to guide you, then stage your attack with missiles and other high-tech weapons. Each time you win, the enemy rearms and tries to take you out again. There are ten levels to this challenge.

Burai Fighter Deluxe—Taxan

Take on the super Burais in **Burai Fighter Deluxe**. They've created robo-mutants and are out to take over the galaxy. You must penetrate and destroy the Burai's seven manufacturing bases, which means destroying the many evil creatures and foes, including the monstrous super-mutant guarding each base.

THE QUEST FOR

A PLAYERS GUIDE TO ALEX KIDD IN



Alex Kidd has sure had his share of adventures! Several Alex Kidd games have been released for the Sega Master System, including Alex Kidd in Miracle World, Alex Kidd: The Lost Stars and Alex Kidd in Hi-Tech World. Now that the Sega Genesis is here, Alex Kidd is continuing his exploits with 16-bit power. Alex Kidd in the Enchanted Castle is similar to Alex Kidd in Miracle World, so if you have played the latter, Enchanted Castle should be as comfortable as an old pair of shoes.

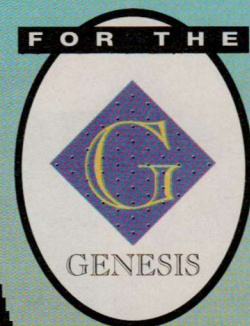
In the following pages, we'll tour the lands through which Alex must travel in his new quest. But keep in mind that this is not an overly difficult game, one that has only a few secrets. Being more arcade than adventure, your control-pad skills are what is important here. Not until you get to Sky Castle are there puzzles to be solved.

All set? Great! Then let's set off for Sky Castle.

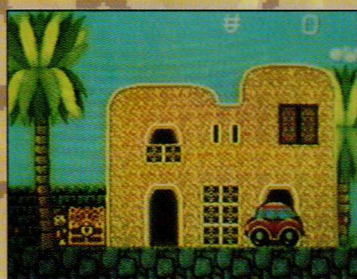
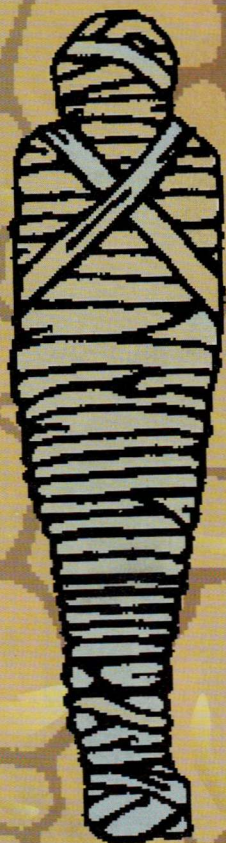
SKY CASTLE

THE ENCHANTED CASTLE

by Clayton Walnum



ROUND 1: ROOKIETOWN



You begin the game in Rookietown.



After gathering some gold, come to this shop and buy the ring.



The ring is one of the most valuable items, because it allows you to attack enemies from a distance.



Hop up on the globes in order to reach high treasures.



If you jump in just the right place, you'll dig a hole in the ground.



Beneath Rookietown is a mysterious underground chamber filled with treasures.



This treasure box may contain a free life!



The pogo stick will allow you to reach globes that seem impossibly high.



At the end of each round, grab the rice cake.

ROUND 2: THE PRAIRIE



Here, prairie dogs will come up from the ground. You can stand on their heads, but don't bump into them from the front or back. Walk slowly.



Before leaving the prairie, be sure to buy a pedicopter.



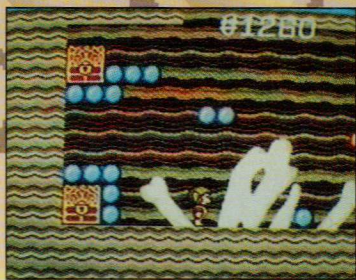
Some enemies must be destroyed with carefully timed jumps and kicks.



Whenever opening a treasure chest, be prepared to get away from bombs. Not all treasures are good ones.



Jump here and you'll dig your way through the ground.



Another underground chamber!



You can stand on some of the bones here. In fact, that's the only way to reach some higher places.



Dig down from the top to get at this treasure chest.

ROUND 3: THE SPLASHY SEA



First, use your pedicopter to gather the treasures in the air. This job won't be easy, though. The pedicopter is difficult to control.



When you fall into the water, you will swim through an ocean scene filled with nice surprises and nasty enemies. The clump of seaweed below



Alex here is actually a doorway to a shop.



You can jump from the water and onto the lower globes.



Controlling Alex underwater is difficult. Sometimes it helps to swim along the bottom of objects, since they keep him from rising.



Destroy this octopus by blasting his tentacles.



Playing it  for the fun of it!

PRESENTS
THE

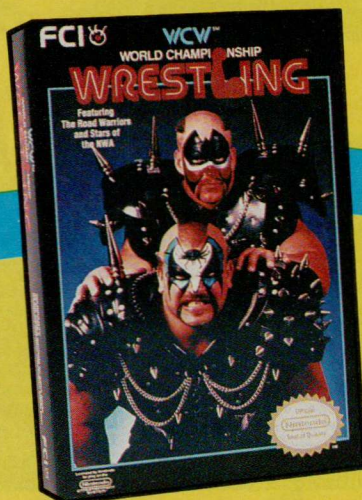
NEWEST NINTENDO GAMES



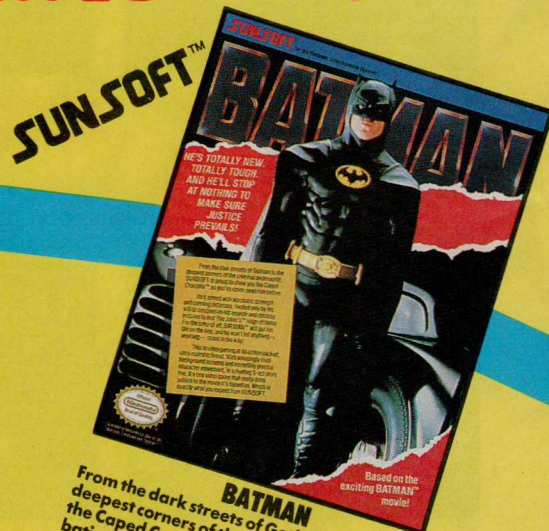
FCI

DOUBLE DRAGON II

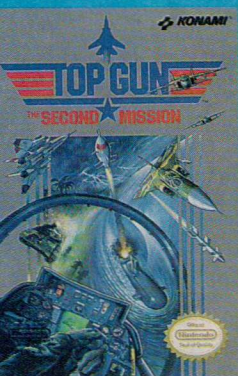
The adventure continues with 7 action packed stages, simultaneous 2-player action & graphics beyond belief!
NET-DD2 \$59.99



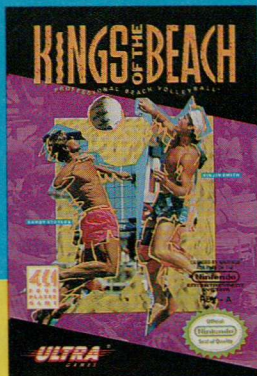
WORLD CHAMPIONSHIP WRESTLING
Head to head NWA grappling action—you can become one of your favorite wrestlers or combine the powers of a tag team! This is bone crushing action with body slams, head locks & more! NET-WCW \$49.99



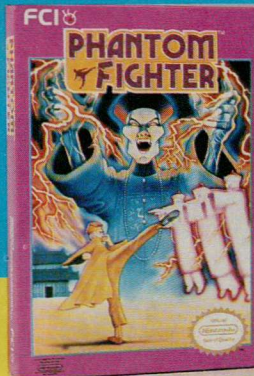
BATMAN
From the dark streets of Gotham City to the deepest corners of the criminal underworld, the Caped Crusader is back! Armed with acrobatic strength he's on a search-and-destroy mission to end the Joker's reign of terror.
NET-BAT \$49.99



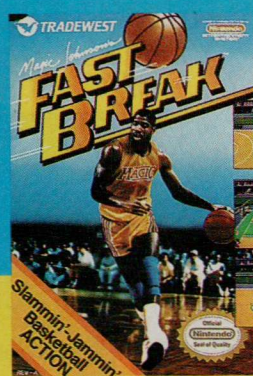
**TOP GUN
THE SECOND MISSION**
NET-TPGN2 \$49.99



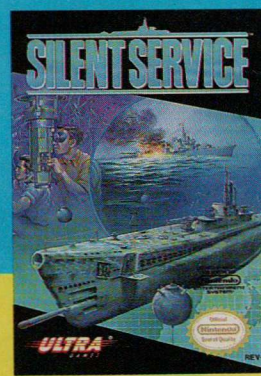
KINGS OF THE BEACH
NET-KGBCH \$44.99



PHANTOM FIGHTER
NET-PHFT \$44.99



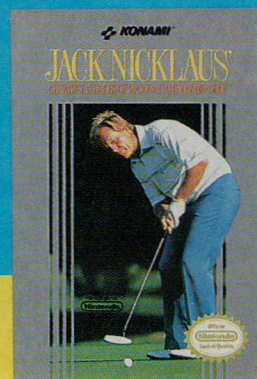
**MAGIC JOHNSON'S
FAST BREAK**
NET-MJFB \$44.99



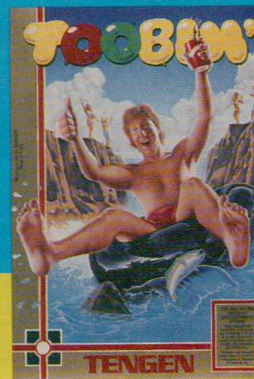
SILENT SERVICE
NET-SLTSR \$44.99



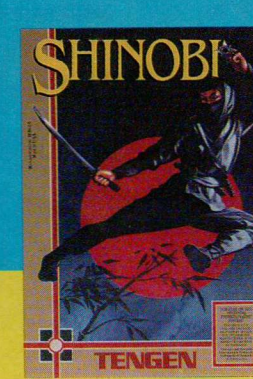
SUPER OFF ROAD
NET-OFRD \$49.99



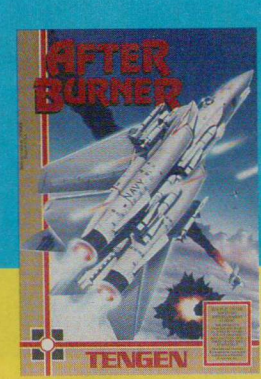
JACK NICKLAUS GOLF
NET-JKNGF \$44.99



TOOBIN'
NET-TBN \$39.99



SHINOBI
NET-SHN \$54.99



AFTERBURNER
NET-AFB \$54.99

If you don't see it—ask for it!

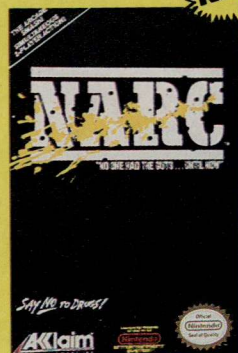
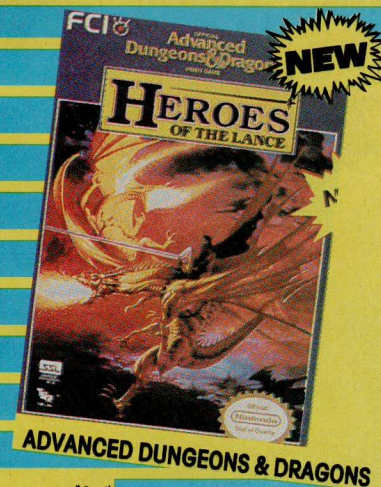
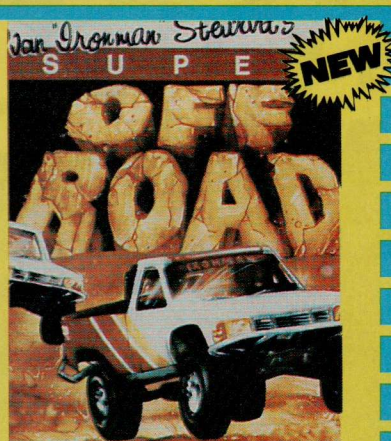
For play on Nintendo Entertainment Systems!

PHONE ORDERS CALL: (301) 484-9654



GAMEMANIA

Hundreds of titles—at the lowest prices—
GUARANTEED*



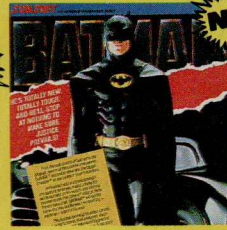
WIZARDS & WARRIORS



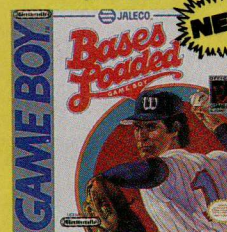
DOUBLE DRAGON



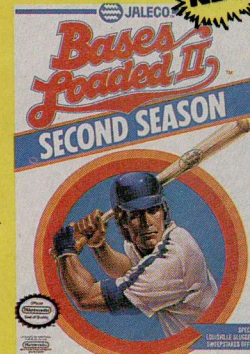
MS. PAC MAN



BATMAN



BASES LOADED



BASES LOADED 2

MAIL TO: GAMEMANIA, 4319 OLD MILFORD MILL RD., BALT., MD 21208 or CALL (301) 484-9654

Qty.	Description	Pr. ea.	Qty.	Description	Pr. ea.	Qty.	Description	Pr. ea.	Qty.	Description	Pr. ea.
	Advanced Dungeons & Dragons	\$49.99		Ninja Gaiden 2	\$49.99		Total Recall	\$59.99		Bugs Bunny Crazy Castle	\$29.99
	Astyanax	\$44.99		Pac Man	\$19.99		Ultima	\$54.99		Boxxle	\$29.99
	Bad News Baseball	\$42.99		Paper Boy	\$39.99		Viper	\$54.99		Double Dragon	\$29.99
	Baseball Simulator 1,000	\$49.99		Phantom Fighter	\$39.99		Wheel of Fortune Family Edit.	\$49.99		Heart Attack	\$29.99
	Bases Loaded 2: 2nd Season	\$49.99		Pinball Quest	\$37.99		Willow	\$54.99		Kwirk	\$29.99
	Bat Man	\$49.99		RBI Baseball	\$19.99					Moto Cross Maniacs	\$24.99
	Big Foot	\$59.99		RBI Baseball 2	\$39.99		World Grand Prix	\$47.49		Nemesis	\$24.99
	Bugs Bunny II	\$54.99		Road Blasters	\$44.99		Wrestlemania	\$39.99		NFL Football	\$24.99
	Double Dragon	\$44.99		Robo Cop	\$59.99		GAMEBOY TAPES			Paper Boy	\$24.99
	Double Dragon II: Revenge	\$59.99		Romance of 3 Kingdoms	\$64.99		Bases Loaded	\$29.99		Wheel of Fortune	\$29.99
	Duck Tales	\$54.99		Super Contra	\$44.99		Batman	\$29.99		Wizards & Warriors	\$24.99
	Ghengis Khan	\$64.99		Super Off Road	\$49.99						
	Gauntlet	\$19.99									
	Jeopardy 25th Anniversary	\$49.99		Taro's Quest	\$44.99						
	Mad Max	\$49.99		Tecmo Bowl	\$44.99						
	Magic Johnson's Fast Break	\$44.99									
	Ms. Pac Man	\$39.99		Top Gun II: Second Mission	\$44.99						
	Narc	\$44.99		Top Players Tennis	\$54.99						

Shipping/Handling, Insurance, & Guaranteed Delivery Chart			Sub Total	
\$00.00 Up to \$19.99	\$2.75	MD Residents Add 5% Sales Tax	
\$20.00-\$34.99	\$3.75		
\$35.00-\$44.99	\$4.75		
\$45.00-\$59.99	\$5.75		
\$60.00-\$99.99	\$6.75		
\$100.00 or more	\$8.25	Shipping/ Handling (for directions see chart at left.)	

PLEASE INDICATE METHOD OF PAYMENT

- ☐ Check ☐ MasterCard (16 digits)
☐ Money Order ☐ VISA (13 or 16 digits)

YOUR CARD NUMBER

Expiration Date

(Have you filled out your credit card no. completely?)

MO/YR

SIGNATURE

TOTAL
U.S. Dollars Only
(Sorry No C.O.D.s)

NAME _____
 ADDRESS _____ APT # _____
Please use street address - Fastest delivery
 CITY _____ STATE _____
 ZIP _____ PHONE () _____

Thank you for ordering from GAMEMANIA®, Playing it for the fun of it! Prices are subject to change without notice. Quantities are limited.
 All merchandise is shipped UPS ground. Next day and second day air delivery are available, please call for air shipping charges.
 *GameMania promises to beat any price advertised in this magazine or found in any mail-order advertisement!

CIRCLE #129 ON READER SERVICE CARD.

HOT HANDS!

Blistering action, multiple skill levels, super graphics, a bigger screen and the most realistic sound effects ever make Acclaim's SuperPlay™ hand-helds the games to beat. With high-tech features like an arcade-style continue mode, high score memory and roll-over scoring, the better you get, the greater the challenge! So if you're tired of just twiddling your thumbs and crave real power in the palm of your hand, fire-up an Acclaim SuperPlay hand-held. **Feel the Heat!**



Acclaim™
entertainment, inc.
Masters of the Game™

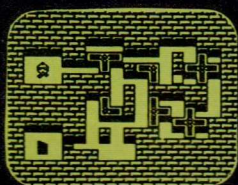
Acclaim™ Masters of the Game™ SuperPlay™ and Wizards & Warriors® © Acclaim Entertainment, Inc. Wizards & Warriors® 1989 Rare Coin It. 1943: The Battle of Midway™ TM & © 1988 Capcom USA, Inc. Ring King™ TM Data East. Knight Rider™ TM & © 1982 Universal City Studios, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group licensed exclusively to TitanSports, Inc. World Wrestling Federation® WrestleMania® and all other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. © 1989 TitanSports, Inc. All rights reserved. © 1989 Acclaim Entertainment, Inc.

CIRCLE #130 ON READER SERVICE CARD.

KWIRIK™

HE'S A-MAZE-ING!

Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato with a chance to rescue her. With Kwirk, you'll move bunches of



blockers, outwit plenty of pits, and mash through many a maze.

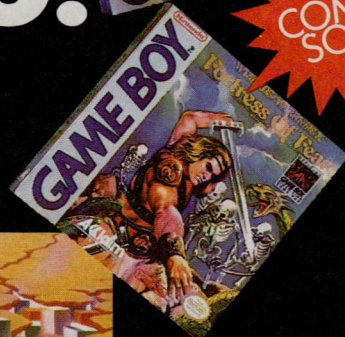
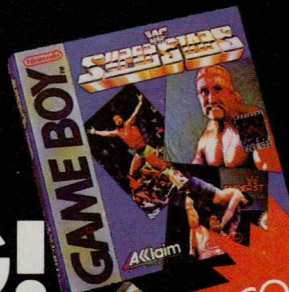
And just when one labyrinth seems to be licked...an even trickier one appears.

So put on your shades, get your thinker in gear and join the a-maze-ing Kwirk in his quest to solve this puzzling predicament.



And remember, Tammy's only got one hope...you!

Coming soon for Game Boy: WIZARDS AND WARRIORS X: FORTRESS OF FEAR™—a brand new adventure with Kuros™, the gallant knight warrior; and WWF SUPERSTARS™—featuring Hulk Hogan™, the Ultimate Warrior™ and more in the best of WWF wrestling action.



COMING SOON!



Kwirk™ Wizards & Warriors X: Fortress of Fear™ Kuros™ Masters of the Game™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. WWF Superstars™ is a trademark of TitanSports, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group, licensed exclusively to TitanSports, Inc. Ultimate Warrior™ and all other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. All rights reserved. © 1989 TitanSports, Inc. Nintendo®, Nintendo Entertainment System®, Game Boy™ and the official seals are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #130 ON READER SERVICE CARD.

ROUND 4: SCORPION DESERT



Here's the rice cake! On to the next round.



Next stop, Scorpion Desert.



Climb the blocks as high as you can. There are treasures up there.



Don't get snagged by the sand beetles. When you pass over them, they come up quickly from below.



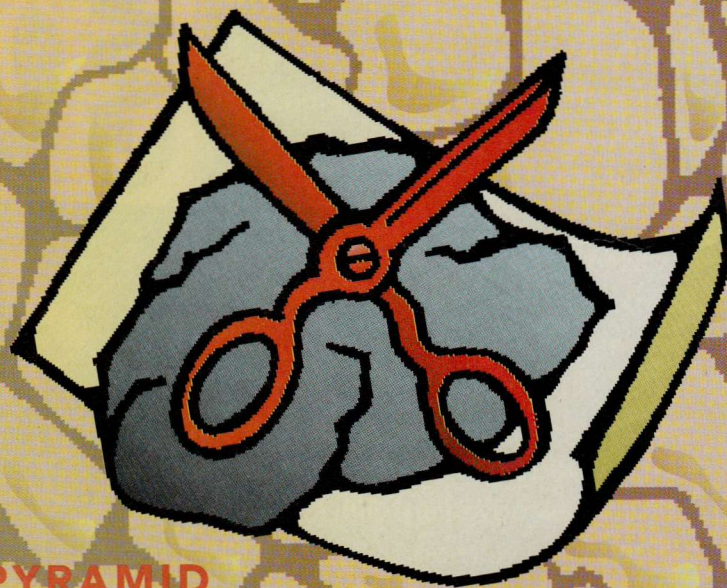
Use rubber blocks to jump high into the sky...



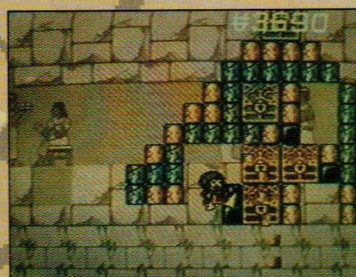
...but watch out for low-flying enemies!



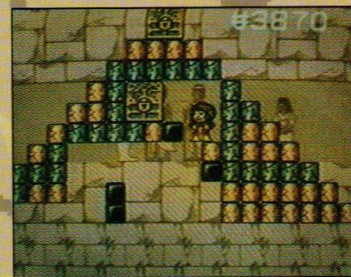
In the sky, you'll find some unusual-looking constructions. What's this? A camel and a palm tree?



ROUND 5: THE PYRAMID



It may take some tricky maneuvering to get all the treasures here.

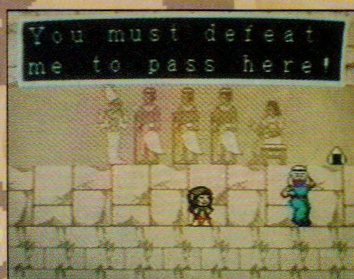


Check out all treasures, but always be prepared for bombs.



A necklace! Now when you play janken, you can read your opponent's mind.

ROUND 6: HIHO FOREST



You have to defeat this Egyptian queen at janken if you want to go on. Use a necklace.



Punch these blocks and send them flying at the Jason lookalikes.



You can send tree trunks flying too.



Climb the logs up into the clouds...



...but don't be surprised when some drop out from beneath you.



Wait for the monkeys to come down the side of the tree closest to you; then punch them before they get to the ground.



Hop on this moving log for a treacherous trip over hot lava.



Some treasures here contain valuable prizes. Check them all.



ROUND 7: TROPICS TOWN



Another chest you must dig for.



You must beat this guy at janken before he'll let you pass. Hope you have a necklace!



Yep. This city is very similar to Rookietown.

ROUND 7: TROPICS TOWN



It even has an underground chamber.



This chest usually contains a free life.

ROUND 8: ROCKY MOUNTAIN #1



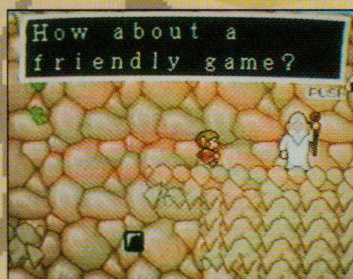
The Rocky Mountain area will have you leaping from ledge to ledge.



When you hear a funny warbling sound, be prepared for this old wizard to appear. Don't move. Stay still until he appears in front of you, then punch him out.



This is a huge and confusing level. It'll take you a while to learn your way.



Uh-oh. You have to play another janken game to finish this round.

ROUND 9: ROCKY MOUNTAIN #2



Your first stop in Round 9 should be the cave on the left.



As you climb, watch out for these frowning boulders. They crash down from above.



From bridges to globes to ledges, you have a long way to climb.

ROUND 11: SKY CASTLE



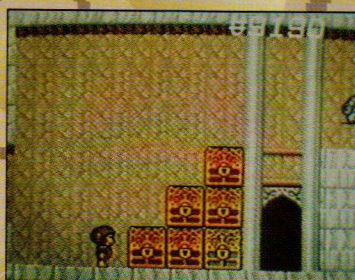
After a very short Round 10 (not shown), you'll wind up in Sky Castle. In this room, you must run to the left and punch out the rocks as fast as you can. Otherwise, the descending spikes will do you in.



Here you have just enough time to run across the floor and jump over the flame. Don't jump too high, though, or you'll hit the descending spiked ceiling.



After falling through a trick floor, you'll drop into this vertical passage. Stay to the right, and enter this side corridor. Beware of the block in front of the entrance. It'll drop away as soon as you touch it.



If you take the side passage, you'll find this treasure-filled room.



In order to get to the top of this passage, use the lever to trigger the descending spikes. Then use the spikes as stepping stones.



No way out? Of course there is! Kick the blocks to the left and use them as a ladder.



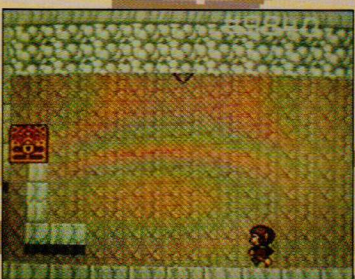
Getting up these steps is tricky. When you jump on them, they break and will drop you right on the spiked floor. Jump onto a step, then immediately walk to your right, onto the second half of the step.



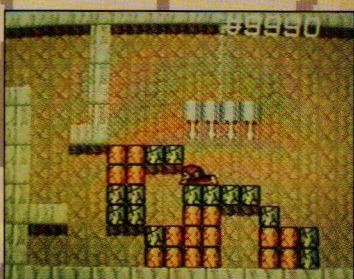
Here, you must drop to the floor and trigger the lever before the descending spikes block your exit. If you fail, jump back up into the room above this one. The spikes will be reset.



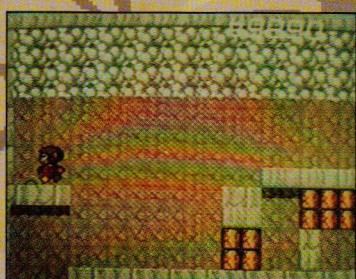
Trigger the lever to raise the spikes in front of the exit. Don't waste any time moving, though, because the spikes above your head will descend at the same time.



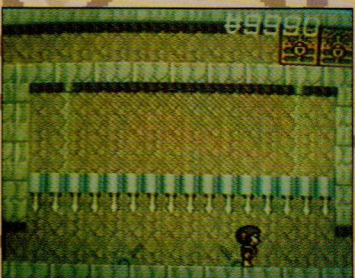
Trying to get this treasure box is suicide. Run across the floor, and crawl beneath the stone blocks. If you're fast enough, the poison gas won't get you.



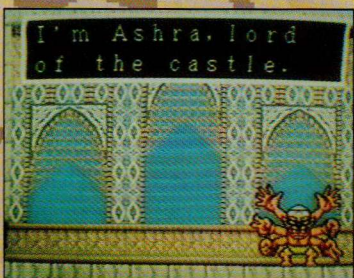
To avoid these spikes, quickly crawl beneath the blocks.



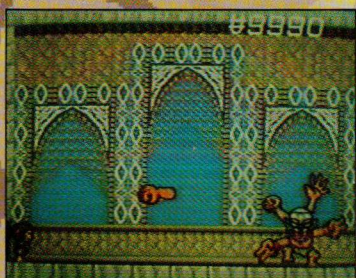
The lever on the left will shut off the poison gas.



The first lever stops the spikes from descending. If you try the second one, you'll be skewered.



It's the Sky Castle boss! First, beat him at janken...



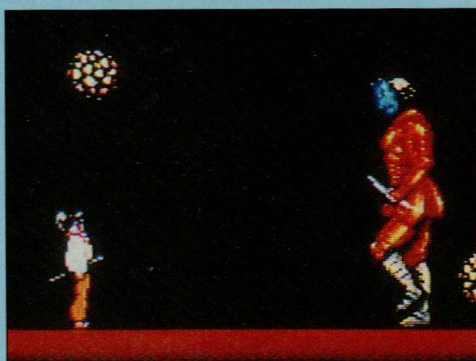
...then battle him to the death, avoiding his flying arms.

I purchased *Kenseiden* for the Sega Master System and have not been able to get by the guy who makes rocks fall and shoots shield-type objects. Can you help me maneuver past him?

—Chris Hyde
Elverson, Pennsylvania

There are three stages in defeating Yonensai, the Master. Your first meeting requires you to knock out all the fireballs in order to make the warlock vanish.

The next time you face Yonensai, use the helmet-splitting sword, and strike him six or seven times in the face, which will become a bluish skull. At this point, the final stage, you have to hit Yonensai in the skull 10-12 times to defeat him.



Here's a level select that might help: Before turning on the system, press and hold Buttons 1 and 2. Then turn on the system, and continue to hold 1 and 2 down until the title screen with the figures appears. Release Buttons 1 and 2, then press the top left-hand corner of the directional pad and Button 1. Round select will appear, followed by a number. You can select the level with the directional pad, and push either Button 1 or 2 to start.

Are there any codes or Easter eggs to help me on the TurboGrafx-16 game *R-Type*?

—Ben Treschi
Chapel Hill, North Carolina

The only Easter egg for *R-Type* that we presently know of



by **Donn Nauert**

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed *Tip Sheet* to give you, the reader, answers to questions such as "How do I defeat the end boss on this level?" or "I've looked everywhere, but I can't find the blue vase." So if you're having a problem on a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to
VG&CE,
9171 Wilshire Blvd., Suite 300,
Beverly Hills, CA 90210,
Attn: *Tip Sheet*

is a way to get more credits for continues. During the title screen, hold down **SELECT**, and push Button 1 as quickly as possible (or simply place the auto-fire on the highest setting).



We have been playing *Alf* on the Sega Master system for about two months now and have never seen the end. Is there a code that will allow a continue? Do you have any other helpful advice for this game?

—Eric Anderson and Mike Peck
Phoenix, Arizona

Well, guys, there's no continue that we know of, but if you perform this Easter egg, you don't need one. To get all the items, first get the salami then the cat. Go to the children's bedroom and press **PAUSE**, then **UP** and **LEFT** and Buttons 1 and 2. When you continue play, go to the space scooter and fly to the moon. The rest is up to you.

Is there a continue, level select or weapon power-up for the game *Starforce*? I've been able to get to the third level, but that's it.

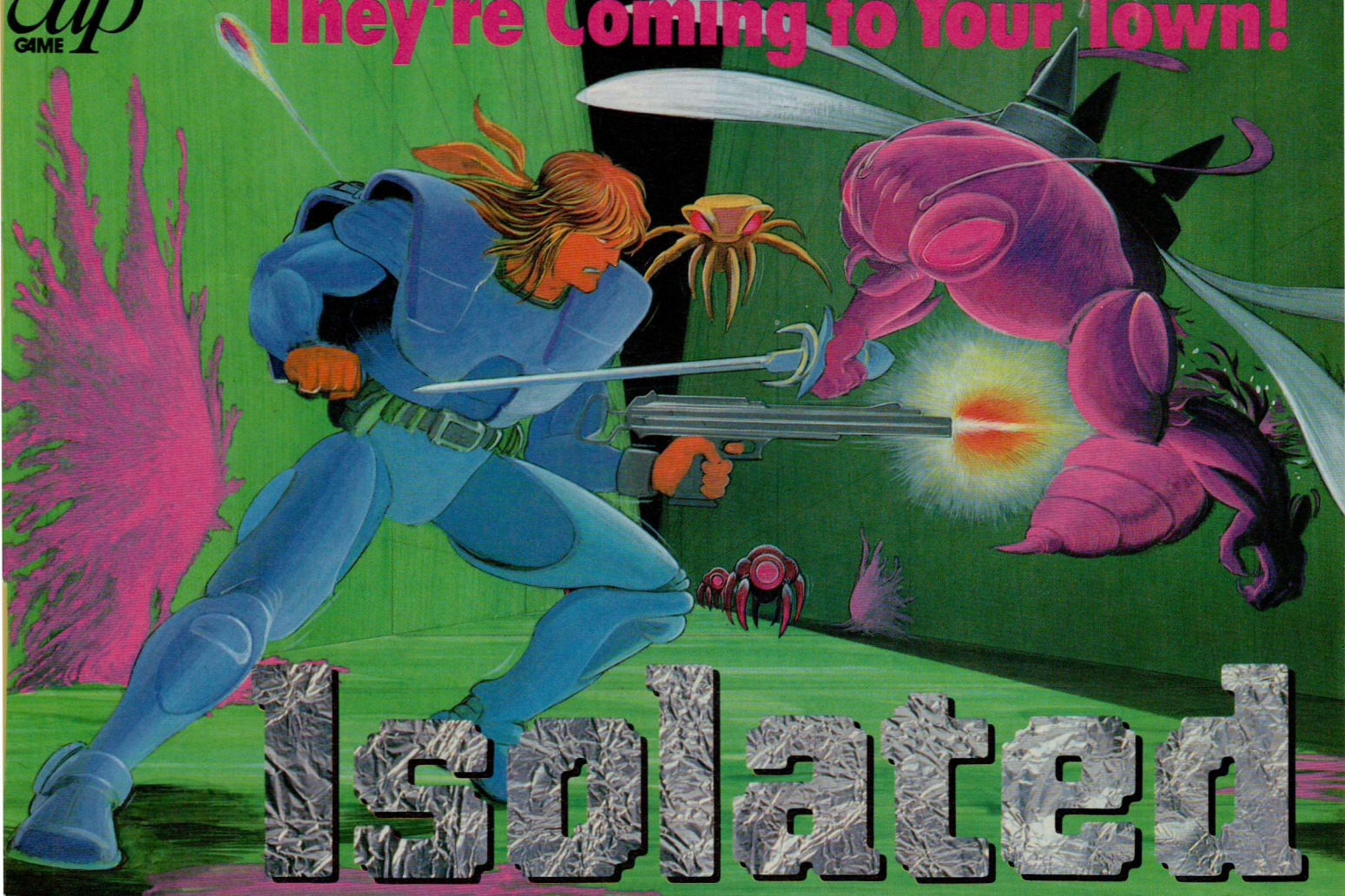
—Clint Olson
Canyon, Texas

We had a chance to talk to one of the programmers for this game, perhaps the toughest shooter ever made. He confirmed that there are no Easter eggs like the one you mentioned. There is, however, a hidden icon (Cleopatra) that

will give you a 1-million-point bonus when hit. Cleo can usually be found in Area Kappa, in the pink area near the lappa. She's on the right side and very easy to miss.



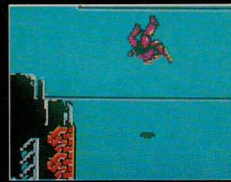
They're Coming to Your Town!



Warrior™

You are Max Maverick, a trainee of an elite combat troop who must put on your battle suit and face the creatures. With skill and wit, you courageously do your best to defeat the enemy!

A Power- Charged 3D Screen, Exciting Full Sound Effects, Over 40 Types of Powerful Enemy Creatures and Realistic Screen Graphics!



NTVIC™
NTV International Corporation
50 Rockefeller Plaza, NY, NY 10020
Tel: (212) 489-8412

LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®



Printed in Japan

1P SCORE
000000
REST 10

Super C

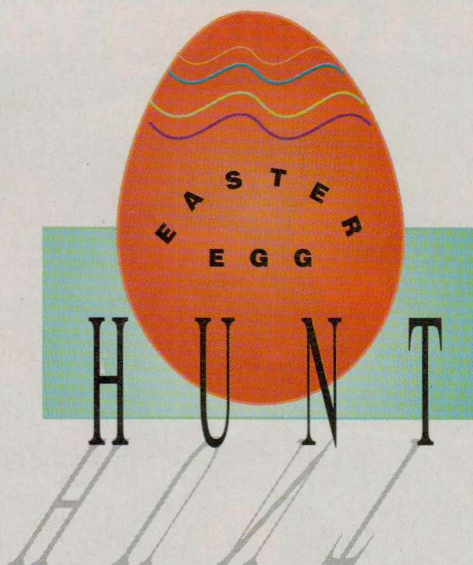
(Konami for the NES)



If you want to hear all the sounds of this sci-fi thriller, just hold A and B then press **START** a couple of times during the title screen. You'll get to sample all the spacey effects.



Also, if you'd like to start the game with ten men, during the title screen press R, L, D, A, B, then **START**. You'll also receive ten men every time you continue.



CRATERMAZE



Crater Maze

(NEC for the TurboGrafx-16)



Here's a code that will let you play Rounds 1-60 on the difficult and expert settings:

The first head should be blue facing away, the second head should be blue facing away, the third head should be red facing right and the fourth head should be blue facing the front.



To get the "Hu" card worth 10,000 points, you must dig 255 holes.



To get the NEC icon worth 20,000 points, you must retrieve all treasures in the round, without killing an enemy. Another way to get free men is to kill 64 enemies to create 64 tombstones.



GAME DIFFICULTY

NORMAL

TIME ACT

NORMAL

MESSAGE

JAPANESE

SOUND TEST

0

Super Hang-On

(Sega for the Genesis)



This game offers a unique way to learn Japanese through video games. To change the messages from English to Japanese, hold down A and B then press C twice. A screen will appear that will allow you to choose the difficulty, the time, language and enter a sound test as well. Thanks to Kenny Kupelian of Santa Barbara, California, for sending in this Easter egg.

Mean Streets

Mean Streets has set a new standard for interactive adventure games!

—R. A. Frisk
Sugarland, Texas

Beautiful! A new step ahead in computer entertainment.

—M. A. Platnick
Bluefield, WV

Mean Streets is a major technical breakthrough for the I.B.M.

—Electronic Gamer

Mean Streets is a dazzling product! A showpiece game for VGA machines.

—Video Games and
Computer Entertainer

Mean Streets' Real Sound's quality of music, voice & special effects beats anything I've heard from my "Ad Lib"™...hands down!

—H. Nichols
CPAA

Animating digitized images and synchronizing them with great

voice and sound simulation for IBM P.C. make Mean Streets more realistic than anything you may already have experienced. To call Mean Streets just another computer game is an understatement!

—Game Player's Strategy



Mean Streets is truly an advanced interactive adventure experience.

It's the year 2033. Your name is Tex Murphy, private investigator in San Francisco. You've been hired by the beautiful daughter of a university professor to uncover the facts about her father's death.

As you begin your investigation, you uncover the deaths of several prominent members of the scientific community. Are these deaths coincidental, or is something more sinister going on?

- You will interact with more than 27 characters which animate and respond to questions, bribes and threats.
- Some characters actually talk. This spectacular effect is achieved by synchronizing digitized animation with *Real Sound*™.
- You'll crack high-tech security systems.
- You'll rummage through offices, warehouses, and factories as you search for vital clues.
- You'll risk your life in action-packed shootouts.

Mean Streets features *Real Sound*™, our own proprietary technology that allows MS-DOS computers to play high quality digitized sound effects, music and speech **WITHOUT HARDWARE.**

**ACTUAL
256 COLOR
VGA SCREENS**

545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010
(801) 298-9077 1-800-824-2549

ACCESS
SOFTWARE INCORPORATED

CIRCLE #132 ON READER SERVICE CARD.

PRESENT FOR YOU!
SECRET PASS WORD

A 2 A 4 A 6 A 8 A 0

B B A 1 3 5 7 9 1 2

Xexyz

(Hudson Soft for the NES)



Here's a code that will place you on Round 7 with some powerful weapons:

C8825DC091



If you want to play only the even-numbered flying rounds, input this code:

A2A4A6A8A0

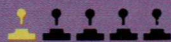


Or try this code to go up against the end boss of each round:

BBA1357912

Tommy Lasorda Baseball

(Sega for the Genesis)



Here's a password that will give the computer an invisible team. You won't be able to play but it's an interesting tip:

Zb6jpqrnmGnYWQXaHuFFAB

Jason Roberts of Corinth, Mississippi, is the author of this unusual code.



Neutopia

(NEC for the TurboGrafx-16)



If you'd like to start off in Round 4, the sky, input this password:

KgKc%h5oFfep
Qy1XwcjZXDvn



Ghouls 'n' Ghosts

(Sega for the Genesis)

Here are some great Easter eggs for this now-classic Genesis game:



If you would like to become invincible, press U, A, D, A, L, A, R. If you hear a musical note, you've done this segment correctly. After you hear the note, press and hold the B button then press **START**. Release the B button, and press and hold the C button, then press **START**. You'll be able to run through the enemies, but if you fall off ledges or get trapped off-screen you'll lose a life.



To play in slow motion, press U, A, D, A, L, A, R during the title screen. If you hear a musical note, you've done it right. After pressing R, press **START** repeatedly until Arthur comes onto the screen. Then press **START** (to pause the action) and hold down B. You should now be able to control Arthur in slow motion.



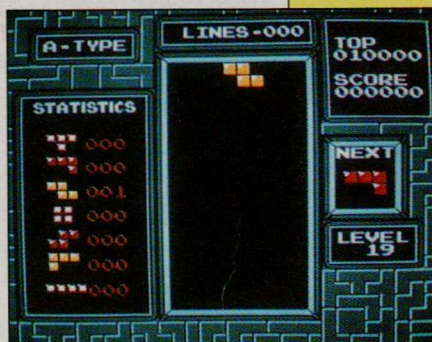
TETRIS

(Nintendo for the NES)

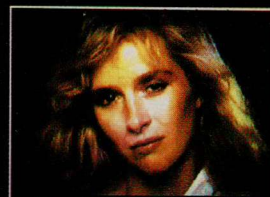


Have you ever wondered just how fast *Tetris* can get? Well, try this. After selecting Game A, the level-select screen appears. Move the prompt to the level you would like to play, then hold A and press **START**. Instead of starting on Level 9, you'll now start off on Level 19. And, yes, it is fast.

Thanks to Derek Thom of Groton, Connecticut, for this Easter egg.



CRIME *wave*



ACTUAL
256 COLOR
VGA SCREENS

Real Sound™

A powerful crime syndicate has taken over large areas of our major cities turning them into vast criminal wastelands.

Arson, extortion, drug distribution, murder and now...terrorist abduction! You have just learned that they have taken the U.S. President's daughter and are holding her and our country hostage.

YOU'VE HAD A GUT-FULL! . . . YOUR PURPOSE: To wipe out this criminal organization and rescue the president's daughter. Even with the most sophisticated Assault Technology available, it won't be easy. You are the only one that can save the country from this sinister infestation . . .

Bring arcade action home like never before!

Crime Wave, with *Real Sound™* and 256 color digitized VGA graphics, puts you on the streets for real!

ACCESS
SOFTWARE INCORPORATED

545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010
(801) 298-9077 1-800-824-2549

CIRCLE #119 ON READER SERVICE CARD.

We're free! At last, video-game playing has been liberated from the confines of the family room and the TV set. Thanks to modern technology, we can now carry our video-game consoles in our hands.

Granted, handheld electronic games aren't anything new. LCD games have been available for years from companies such as Tiger, Konami and Acclaim. However, it's only recently that handheld games have begun to approach the flexibility of the cartridge-based game consoles that we play on our television sets.

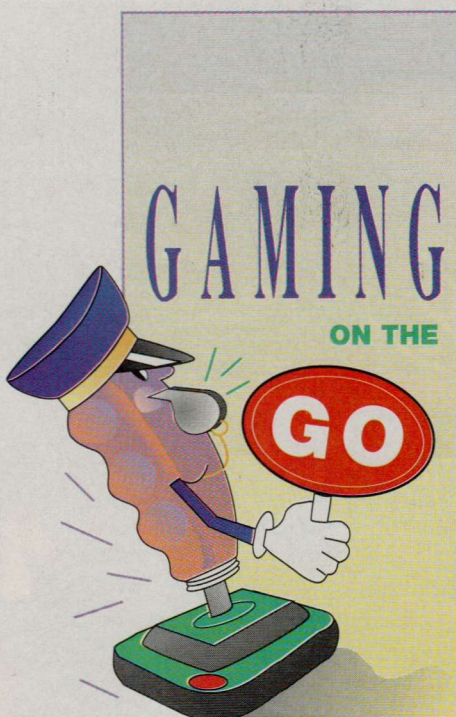
Right now there are two major players in the field of portable cartridge-based game systems: Nintendo's Game Boy and Atari's Lynx. Looming on the horizon are portable versions of the TurboGrafx-16, a possible handheld NES-compatible and more! So, with the world of portable gaming taking off, the editors of VIDEOGAMES & COMPUTER ENTERTAINMENT decided it prudent to devote a column to this subject. Here it is.

Since the Game Boy was previewed and reviewed in previous issues of VG&CE, this first *Gaming on the Go* column will cover the Game Boy's first competitor: the much talked about Atari Lynx.

Comparing the Game Boy to the Lynx is a little like comparing apples and kiwis, as they occupy different extremes in the handheld sweepstakes. The Lynx retails for fully twice the price of the Game Boy (\$179 versus \$89), and that difference in price about sums up the difference between the two units. If the Game Boy is your basic 50-mpg car, the Lynx is a Lincoln Continental.

As for likenesses, both machines are fully portable and can be run on either batteries or from a power adapter—an optional accessory for the Game Boy, but included with the Lynx. Both feature volume and contrast controls, connectors for linking multiple machines together for multiplayer games and a jack for connecting headphones for private listening.

As for differences, the Game Boy features a nonbacklit black-and-white screen, only 1³/₄" x 1¹/₂" square, whereas the Lynx



by
MAURICE MOLYNEAUX

comes equipped with a backlit 3" x 1⁷/₈" color display. Furthermore, while you can hook two Game Boys together, word has it that up to 16 Lynxes can be hooked up at once (if a game supports a like number of players). The Lynx comes complete with an AC adapter for nonbattery use, as well as a COMLYNX cable used for hooking up your Lynx to another.

The Atari Lynx running Chip's Challenge, an intense puzzle game.

The Lynx has an excellent design. Although consider-

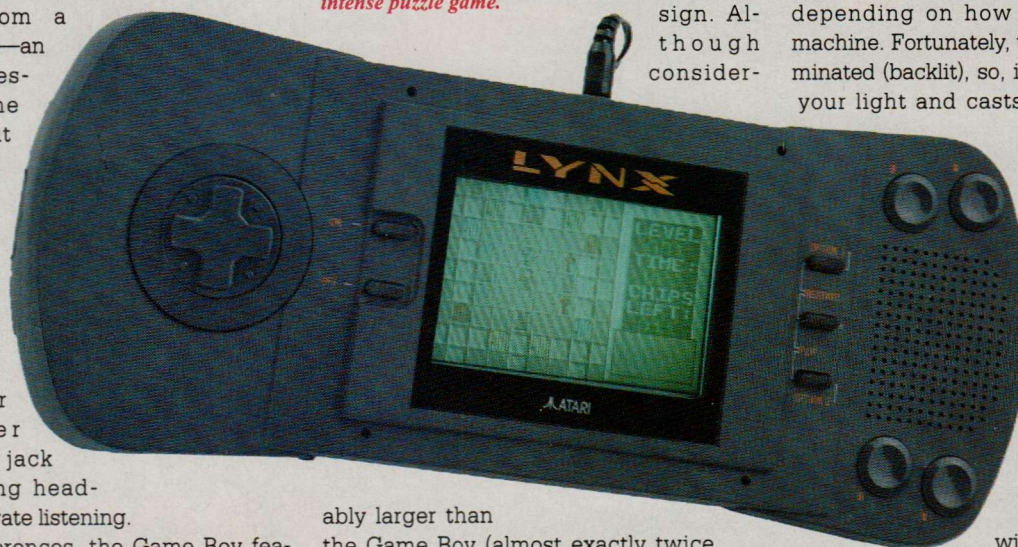
able in your hands. The eight-direction joystick and both sets of "A" and "B" buttons are well placed: the joystick to the left of the screen, the buttons to the top- and bottom-right (surrounding the console speaker). Of course, if you're a southpaw, this isn't designed for you; but simultaneously pressing the **PAUSE** and **OPTION 2** buttons causes the Lynx screen image to rotate 180 degrees, so, when you turn the Lynx over to put the image right-side up, the controls are reversed.

The screen is the best part of the Lynx. The display is a good size and *beautiful*, capable of simultaneously displaying 16 colors out of a palette of 4,096 possible hues. The resolution is about 1/4 that of a computer like the Atari ST, but on such a small screen, it's more than adequate. The graphics are bright and easy to look at—no eye strain here. Furthermore, the Lynx hardware is capable of churning out data at an incredible 16 megahertz (quicker than many home computers), allowing for fast play and rapid updating of screen graphics. The Lynx includes hardware routines for automatic rotation and rescaling of objects, allowing rapid shifts of perspective and zooms. In fact, the packaged *California Games* features an excellent example of this, as the screen quickly and smoothly zooms in and out on the player's character during the half-pipe skateboarding event.

Since the Lynx display is an LCD (liquid crystal display) screen, a brightness control is included so that you can adjust the image to project correctly at whatever angle you're viewing it. If you move the Lynx appreciably during play, the image will appear to either darken or lighten, depending on how much you tilt the machine. Fortunately, the screen is self-illuminated (backlit), so, if someone steps into your light and casts a shadow on your

Lynx's screen, you will not be forced to readjust the brightness. This is something that cannot be said for the nonilluminated screen of the Game Boy, which depends on room lighting.

The Lynx screen performs amazingly well in a wide variety of lighting conditions. It's weakest in bright light, particularly direct sunlight, where the illumi-



ably larger than the Game Boy (almost exactly twice the size), it tips the scales at only one pound (sans batteries) and feels comfort-



Casino Kid™



Wall Street Kid™

GET READY TO DEAL.



"Casino Kid™ where skill and luck are what it takes to win."



"The non-stop casino action of the strip."



"In Wall Street Kid™ confide in the rich and powerful."



"Cruise through the life of success."

It's your turn to wheel and deal with two exciting games from SOFEL. If you like to take wild risks, Casino Kid™ and Wall Street Kid™ are your next challenge.

Take a gamble with the high stakes game Casino Kid™ where blackjack and poker skills are your tools of success. Take the upper hand as you're dealt inside tips in order to make thousands at the tables. What's wrong with a little greed?

If the fast track of Wall Street is more your speed, achieve fame and fortune in Wall Street Kid™. Deal with the stock-

market giants in this *life simulation* game. Remember, to inherit billions, invest your time and money wisely.

Now, are you ready to deal?

SOFEL™
MIND POWER



Licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM®



nated screen can be overpowered if held at the wrong angle. Indoors, however, I've never experienced any problems whatsoever, and the screen works wonderfully in a pitch-black room.

The Lynx features great sound, courtesy of a four-channel, 32-bit audio processor. The console speaker is adequate, but the audio sounds much better through a good pair of headphones (you can use any pair that features a miniature stereo plug) or through a pair of Bose speakers (as I discovered when I plugged the Lynx into my stereo system)! Unfortunately, since I'm the first Lynx owner on my block, I haven't yet been able to use the COMLYNX feature to try a two-player contest. My COMLYNX cable sits idly in its box.

A portable system can only be truly portable if it's free from power adapters and wall sockets. The Lynx can be run from either the supplied AC adapter, a properly equipped car cigarette-lighter adapter or from batteries. The latter allows the ultimate in portability, but at a cost. The Lynx draws a lot of power for its color screen, requiring six AA batteries, and the average life expectancy of these batteries is only about four hours. Therefore, if you're serious about lugging your Lynx around, perhaps buying a battery charger and some rechargeable nicad batteries is the way to go. Personally, I keep the Lynx power adapter in the living room and usually plug

closes over the card, making it virtually impossible to accidentally pull it out in the middle of a game. Inserting a game card is easy; removing one is only slightly more complicated.

Lynx software is limited at this juncture. In addition to the packaged *California Games*, there are five other titles available: *ElectroCop*, *Blue Lightning*, *Chip's Challenge*, *Gauntlet: The Third Encounter* and *The Gates of Zendocon*. Several other games are in the pipeline at this time. Atari Corp. and Epyx, the latter designed the Lynx, had a well-attended Lynx developer conference in late 1989, which would seem to indicate that a number of developers plan to generate games for the Lynx. Most Lynx games will sell for between \$30 and \$35.

As we noted, the Lynx comes packaged with Epyx's *California Games*. This card contains four California sports: BMX bike racing, surfing, half-pipe skateboarding and foot bag. All of the events feature excellent graphics and good sound, including two "title" musical sequences and individual themes for each event. The biggest problem with *California Games* is the instruction manual, which is downright shoddy. The descriptions of the events are lame, and in some cases it's hard to figure out exactly what you're supposed to be doing. Worst of all are the directions for the half-pipe skateboarding event, which state: "To perform a stunt, move the joystick as shown in the diagram." The trouble is, *there's no diagram for the joystick positions for this event!* There is a diagram indicating the "A" and "B" button functions, but no diagram for the joystick.

Both the surfing and foot bag events can be played by two players (providing you have two Lynxes). The instructions don't say anything about two-player modes for the BMX bike racing and half-pipe skateboarding events, so one has to assume they're for single players only.

Of the four events, I would rank surfing as the most fun, followed by the BMX event, foot bag and finally, the half-pipe event. The last competition is the hardest to control and the most difficult to get a grasp on, due to the flaws in the manual.


Overall, the Lynx is a joy to play with. I've used it in the car, the bedroom, outdoors, in the bathroom (*not* in the tub!) and even when working with my computers. Best of all, despite its small size and porta-

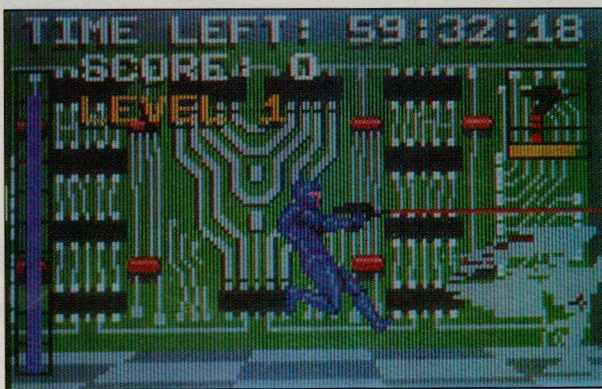


The BMX Bicycling event in California Games for the Atari Lynx.

bility, the Lynx is every bit as powerful and capable as many of the home video-game consoles. In fact, it's *more* powerful than almost all of the older home systems. No sacrificing good games, graphics and sound for portability here. The Lynx also attracts people like flies to honey. Everyone, old and young, who caught me playing with the Lynx was rightly impressed. Play one in public, and people will just stop and stare at you.

The final question, if you're interested in buying a handheld video game, is whether you should go with the Lynx or the Game Boy. It's a tough call. I prefer the Lynx in many ways because of its larger screen and color graphics. However, the Game Boy is a good machine and considerably less expensive. Even when you add the price of the AC adapter, the Game Boy is only about two-thirds the price of the \$179 Lynx. (Initially, the Lynx sold for about \$159, \$20 cheaper than today. However, the price of the color LCD screens used by the Lynx went up, and Atari was forced to pass on the additional price to you, the gamer. There have been rumors that Atari is looking to redesign the Lynx to be more compact and utilize a less expensive screen, which would probably, and unfortunately, be a more dinky proposition than the current one.)

Game availability is also likely to be a major factor in your decision. There is little doubt that the Game Boy will have plenty of games available. And, although the Lynx is an excellent machine, it remains to be seen how much third-party support Atari and Epyx can drum up for this little wonder. Hopefully, a lot, because the Lynx represents a quantum leap in handheld gaming technology, and it *deserves* to be a success. 



ElectroCop, a 3-D maze battle for the Atari Lynx that shows off the graphic capabilities of this portable game machine.

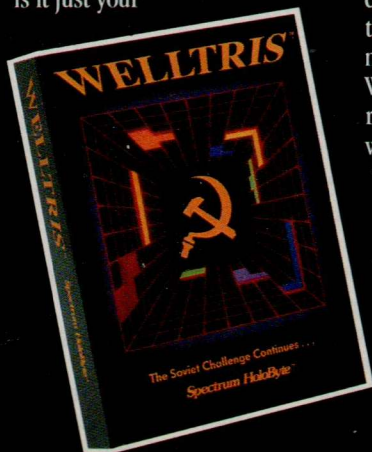
the machine in there for most uses. I run it on batteries only when I have to.

Fortunately, the Lynx is smart enough to keep you from accidentally running down batteries. If you leave it on and unattended for four minutes on battery power, it will shut itself off. On AC-adapter power, it'll shut itself off after an hour of nonuse.

Lynx game cards are 2 1/2" x 2" x 1/8" wafers. The machine's card port is concealed behind a hinged door to the bottom-left of the machine. When the door is opened, a small slot can be seen. The door

ANOTHER SOVIET CHALLENGE OF NEW DIMENSIONS - WELLTRIS

Step into another dimension!
Is this pit of falling WELLTRIS™
pieces really drawing you
down into its very depths or
is it just your



imagination? In this latest
Soviet mind teaser Alexey
Pajitnov, the designer of
the award-winning TETRIS™
challenge, transports us into
the next dimension. There's a
new angle at every turn.
WELLTRIS pieces can be
rotated within each wall, as
well as around the four outer
walls while falling deeper
into the pit. With three
difficulty levels containing
five speeds each, few will
be able to master the
challenge. There is no
escape—if TETRIS didn't
get you, WELLTRIS will!

Spectrum HoloByte™

A Division of SPHERE, INC.

2061 Challenger Drive Alameda, CA 94501 (415) 522-0107

WARNING: Publisher cannot be held responsible for
addictive tendencies developing in WELLTRIS players.

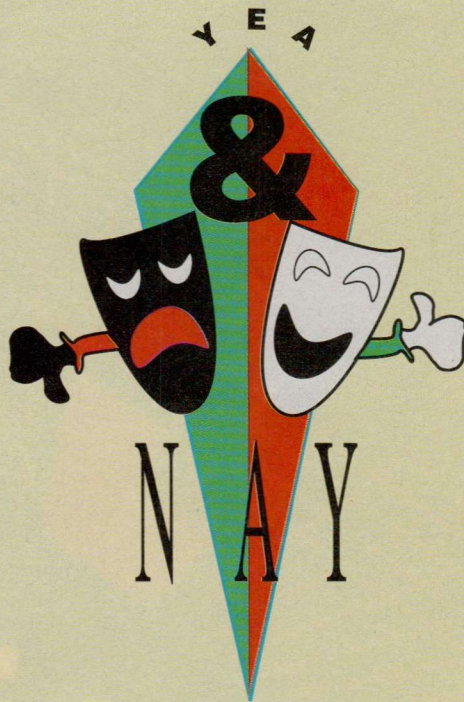
Available on IBM, Macintosh, and Amiga.

Copyright © 1989 Doka. All rights Reserved. Licensed to Bullet-Proof Software. Adaptation and modification made by SPHERE, Inc. by permission of BPS. Original concept and design by Alexey Pajitnov. TETRIS is a trademark of AcademySoft-ELORG. WELLTRIS is a trademark of Bullet-Proof Software. Spectrum HoloByte is a trademark of SPHERE, Inc. Other products are trademarks of their respective holders.

CIRCLE #134 ON READER SERVICE CARD.

Yea & Nay provides an inside look at the high and low points of the electronic-game industry. We'll decide what games deserve a pat on the back or a slam to the mat for what they do.

It's an opportunity for you to give credit where credit is due—whether the company belongs in the Hall of Fame or Hall of Shame—send your opinions to **VG&CE**, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, Attn: Yea & Nay. Give us an earful!



NAY

We've been receiving complaints here at VG&CE for a while about the lack of games designed with the female gamer in mind. This seems especially true recently. Most games are redundant punch-and-kick contests or fly-and-shoot battles; not much exists for the fairer sex to get interested in.

Pac-Man, *Bubble Bobble*, even *Centipede* and *Millipede*, to an extent, were hits with the ladies. Where are the relatively nonviolent, and imaginative, games now? And sorry, Tecmo's *Bad News Baseball*, with its "Girls Mode"—which is accompanied by little hearts—isn't what we had in mind in the way of game software for females.

Sure, the current female game market isn't that large a segment to concentrate on, but maybe changing strategy would make a difference in the number of female gamers out there. What do you say software publishers?



YEA



We're getting word that NEC is getting its act together on the TurboGrafx-16 game system. Up until now we've received comments and complaints from readers that the TG-16 TV commercials on TV don't display enough of the games, the software's box art is pitiful and NEC is worried that the TG-16 won't last in the marketplace against the Genesis.

Having witnessed the popularity of the PC Engine (the TG-16's Japanese father) overseas and the quality of its software library, we're confident that the system can succeed in America. As we go to press, NEC is finalizing details with a new advertising agency, and the game boxes are making headway—indeed, they should do justice to the look of the games that they're intended to sell. And speaking of software, lots of TG-16 product is hitting the shelves, offering players much variety.

We ask all video gamers to give NEC a second chance and to look seriously at the TG-16. We think it will be a mainstay for years to come.

NAY



Though our *Letter From the Editor* alludes to problems at the Nintendo World Championships, we'd also like to give a big nay to Nintendo for the way it set up the NWC. It doesn't appear to be designed for the player, but instead seems to be intended as a vehicle to further boost Nintendo's visibility and finances.



Though one of the better features of the event is the ability to view new games prior to their release, we're getting reports that games are being frequently turned off to discourage players from staying too long at one console. Furthermore, our experience at the Dallas staging of the NWC showed no evidence of formal rules for competitors; signs that were supposed to identify games were missing; and players were being charged a substantial amount of money to enter and compete (about \$13 per day to get in and approximately \$3 for each competition entry).

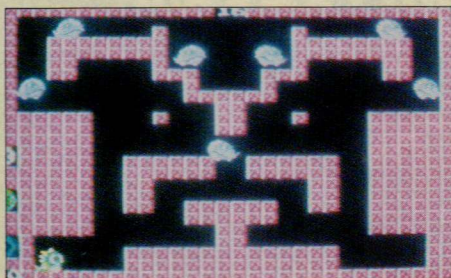
Now we're not saying that Nintendo should give *all* its profits back to the customers, but it is doing extremely well with the NES and other associated revenues. It seems like there would be a better way to thank those folks who've used their wallets to support its climb to the top of the video-game hill.

YEA

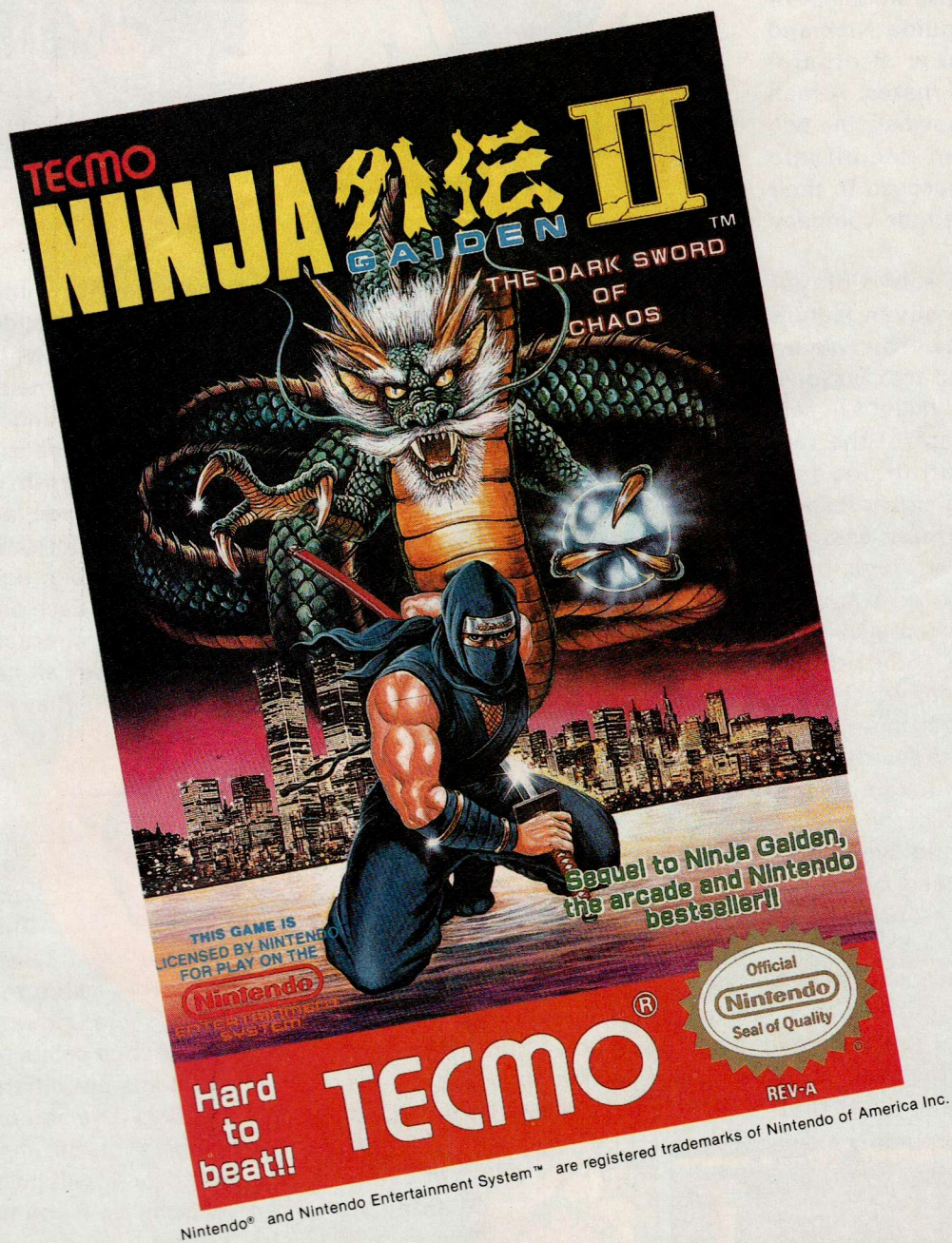


Progress. That's what we like to see, and that's what we're getting with some of the latest "generation" of computer games. *Mean Streets*, *Crime Wave* (both Access), *David Wolf: Secret Agent*, *A-10 Tank Killer* (both Dynamix) and *It Came From the Desert* (Cinemaware) all feature digitized action, instead of computer-generated sprites, which provides more of a cinematic appearance. Similarly, having high-res graphics available on computers that can adequately display them—such as the Amiga or the VGA mode on an IBM PC—is a real visual treat; some graphics look almost lifelike.

As our *Best Games of 1989* awards demonstrated—*David Wolf* and *A-10 Tank Killer* both took home kudos, and we expect that the 1990 lists will include more games with digitized graphics—this is an expanding trend, and a welcome one. We're also excited about the prospect that this technology will show up on video-game consoles, namely the TurboGrafx-16 system. Thanks to its CD-ROM unit, the TG-16 will soon host *It Came From the Desert*. What's next?



AWESOME!



Now Available

TECMO, INC. 18005 S. Adria Maru Lane, Carson, CA 90746 • (213) 329-5880

CIRCLE #135 ON READER SERVICE CARD.

Snow Brothers: Nick and Tom

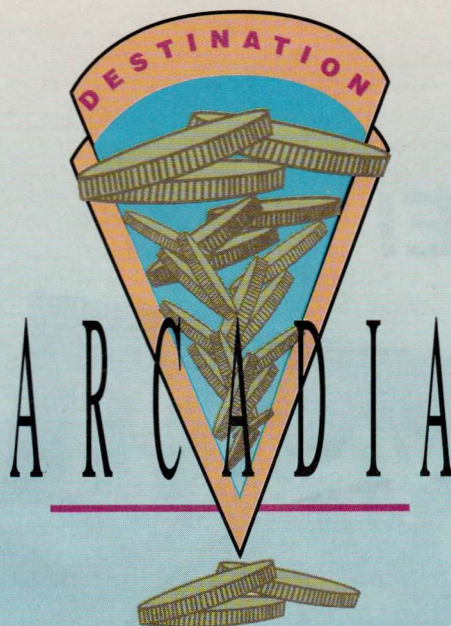
by Romstar

Here's a rather simple storyline for you: Your mission, guide Nick and Tom (a/k/a the Snow Brothers) through 50 stages of mazes. Armed only with a ragged snowball, the two abominable snowmen ride off into the blizzard. If they succeed in their task, they'll be awarded the company of a lovely princess.

Snow Brothers is a two-player game that includes a buy-in feature as well as a continue. You use an eight-way joystick and two buttons, which have different functions in certain situations, to control the two heroes. The jump button not only allows you to climb to higher ledges, but you can also lift frozen enemies and place them into strategic locations (to use as steps, for example). The throw button is used to pack enemies into a snowball and/or throw them across the screen, which may take other enemies out as they go.

The game has 50 stages that are broken down as five levels of ten stages each. Each maze consists of various-sized ledges and slides that run both horizontally and vertically, occasionally posing an obstacle for the player(s).

Nick and Tom will face a variety of enemies in their quest to reach their sweethearts. There are four villains (all characters, except Nick and Tom, were nameless at press time) that



by Donn Nauert

you will encounter through much of the game: a green skinned creature that spits out fireballs, a caveman that can throw icicles and change into a swirling tornado while chasing Nick and Tom across the screen; and brown- and red-horned devils that can knock our two heroes down by doing either a barrel roll or putting their heads down and flying at the unsuspecting good guy.

Also, what can best be described as



a yellow monkey along with a sumo wrestler are a few of the new enemies introduced in the high-



Snow Brothers is filled with lots of animated creatures set on your destruction.



Snow Brothers: Nick and Tom is broken down into 50 levels of colorful, action-packed strategy.

er stages. The yellow monkey will run back and forth then suddenly jump to the ledge above, while the sumo wrestler is more content on the highest ledge of the round throwing fireballs down on the two snowmen. Every

tenth round you'll face a huge mini-boss. These guys are big, ugly and mean. Each one has its own characteristics, but they all have one fault: They really don't like snow much.

Remember to throw the snow-packed enemy at other villains. This is the only way you will be able to obtain special advantage items

and bonus points (or sushi). Advantage items are differently colored jars that help give you extra speed or long-range shot, but the green jar is the big prize—it will give you temporary invincibility. If you happen to see the jar, get it quickly and you'll fly high above the enemies. Every time you fly over a creature, you'll knock him off the screen and receive 8,000 points in the bargain.

It's hard not to get the feeling that this is a Japanese-designed game by the names given to the bonus items. With names like Seaweed Roll, Fatty Tuna and Sea Urchin, it's just natural to assume that *Snow Brothers* isn't a





To get rid of an enemy, you must first pack it into a snowball then sling it across the screen.

domestic invention. While playing, I came across two bonus items not mentioned in the text. The first one was a small picture of a Snow Brother surrounded by a multi-colored circle. When I grabbed the icon, six smiling grapes fell from the sky. Each grape I packed in snow gave me a letter. If you spell the word "SNOW," you get an extra man. The second bonus I found occurred when I used one snowball to wipe out all the enemies on the round. Six pieces of paper with the Japanese symbol for 10,000 on them floated down to the floor. If you're ready to grab them, it's an easy way to claim a quick 60,000 extra points. I also noticed that it is possible to eliminate all the enemies on any round using one or two snowballs; it's just a matter of working the enemies into the correct pattern.

Graphically *Snow Brothers* is superb. It has sharp, bright colors that are very pleasing to look at through all 50 rounds. This is one game that not only has an exciting background to look at but a great foreground as well. And I can't say enough about the animation. The way the enemies shake off the snow as they thaw is incredible. The cavemen slowly build up to a violent whirlwind, then grind to a halt. And for you Mr. Bill fans, every time one of the Snow Brothers gets hit or becomes invincible, they get an "Oh Nooo" expression on their face. All of these seem to overshadow the sound and music, which at times fall into the background when you play.

Every bit of this game reminds me of *Bubble Bobble*, another Romstar product that is the likely inspiration for *Snow Brothers*. Instead of using bubbles as a weapon, you have snow. Instead of riding a bubble up to an impossible-to-jump-from ledge, you stand on a snowball. In fact, on the last round you can get trapped in bubbles. But even after I finished the game, I found myself throwing more credits up on the screen, and I think you will too.

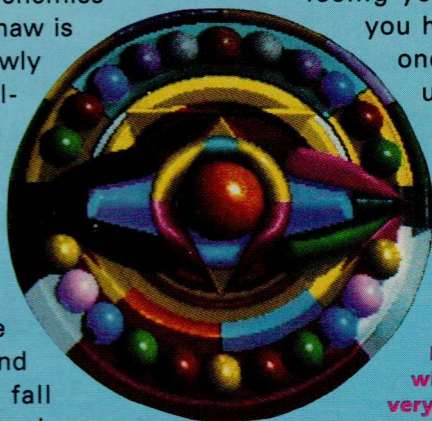
Ballarena

by Fisteme

As you walk up to this game, you hear these words: "I am Ballarena. How many phases can you complete. I challenge you." Your objective in this game is to see how many phases or rounds you can go through by knocking away the different-shaped figures using a paddle and ball. The ominous voice gives you the reason—now all you have to do is play.

Ballarena, the first game that the French-owned Fisteme has brought to the States, is similar in theme to *Breakout* and *Arkanoid* but takes a unique approach by allowing 360-degree movement around the playfield. It sports two rotary knobs (for one or two-player simultaneous play) and a button on each side of the knob. The rotary control is used to move your paddle, called a bat, while the buttons are used to either release the ball from the bat or shoot a laser. After losing your last ball,

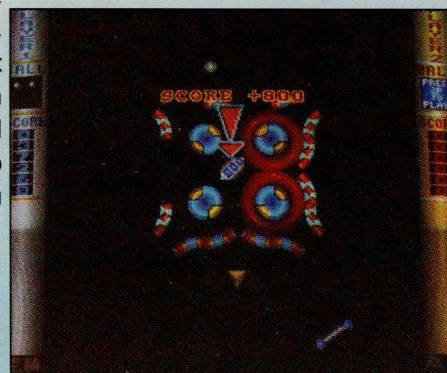
you have ten seconds to continue from where you left off. But try not to worry—if



The colorful playfields in *Ballarena* are wild-looking but very realistic in appearance.

you're in a two-player game and you don't make it before the timer runs out, you can still join in at any time.

Set in the vast reaches of space (you know this by all the stars whizzing past), you will encounter 99



Fisteme's *Ballarena* is the first foray into American arcades for his French company. The game is a strange mixture of *Arkanoid* and *Galaga*.

phases that consist of 64 different patterns. Each pattern is made up of various-sized balls, tubes and blocks. The levels can be very simple in nature, such as 20 to 30 balls scattered about the screen, or they can be complex, with tubes wrapped around blocks resulting in something that looks like a Mayan tribute to some sun god. Not included in the 99 phases are the challenge rounds, which are a chance for you to take a breather and add to your overall point total. In the challenge round, you simply shoot all the monsters as they appear (much like the challenge rounds in *Galaga*). Your points are determined by the number of shots and the number of hits.

There are two things that make this game different from other games of this type. First, you can play a two-

continued on page 120

THE ULTIMATE VIDEO GAME SWEEPSTAKES!



Illus: Seicross® NES game by FCI

Sponsored by
NORDIC STYLE™

THE GRAND PRIZE IS ALL THREE!

(Yes! You get all three prizes!!)

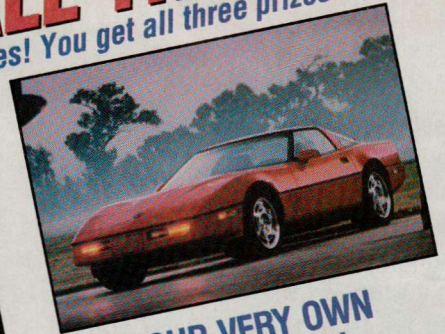


THE ULTIMATE TRIP... ANYWHERE IN THE WORLD!
Just imagine... YOU AND 3 OF YOUR BEST FRIENDS will jump on a jet plane and take off wherever YOU want to go for the time of your life! Hawaii, Australia, Disneyworld... You name it, Anywhere in the world! We pay for Everything! Plus you also get...



\$10,000 ALL-OUT SHOPPING SPREE!

Yes! We'll also put TEN THOUSAND DOLLARS in your hands and let you go wild at all your favorite stores! Buy games, computers, software, a new stereo, CDs, everything you've always wanted! OR SIMPLY KEEP THE CASH! Plus you also get...



YOUR VERY OWN DREAM CAR!

Yes! Simply tell us ANY CAR, TRUCK or MOTORCYCLE you want in any color you want! We'll deliver it to your home on a Saturday morning and put the keys in your hands! Imagine... a Trip, \$10,000 Cash AND The Car of Your Dreams! YOU WIN ALL THREE!!!

HERE'S HOW TO ENTER:

SIMPLY CALL OUR SPECIAL EXPRESS-ENTRY LINE
1-900-990-8642

(Enter two times and double your chances of winning!)
Limit two calls per person. Call twenty-four hours a day.
Call lasts less than one and a half minutes. Call is only two dollars and ninety-five cents per minute. Children get parents permission before calling. Free secondary entry available!

FAST ENTRY BONUS: THE FIRST 250 PEOPLE WHO ENTER GET \$50.00 CASH! So enter NOW and be an INSTANT WINNER!

WIN \$50 CASH INSTANTLY!

Every entrant will receive a FREE catalogue of clothing and accessories from NORDIC STYLE™. The bold new look for the 90's.

PLUS... YOU GET \$50 FOR EACH FRIEND YOU GET TO ENTER!
Yes, it's true! Simply get the most people to enter and you'll WIN \$50 for each person you got to enter! It's easy! Here's all you do. When you enter the Sweepstakes we'll give you your own Personal I.D. Number. Then simply get as many people you know to enter too. When they enter, they'll give us your Personal I.D. Number! (That's how we know how many friends you got to enter) That's all there is to it! No catches. Nothing else to do. So start getting your friends to enter NOW! Each entry can win you another \$50!

5 FIRST PRIZES!
WIN \$1000 CASH! What you do with it is totally up to you!

10 SECOND PRIZES!
WIN \$500 CASH! What you do with it is totally up to you!

1001 THIRD PRIZES!
WIN the CD or Cassette of your choice! You name it, You got it!

ABBREVIATED RULES

1. No Purchase necessary. open to U.S. residents 13 years or older, children under 18 must receive parent's permission before making a phone call.
2. To Enter: call the 900# shown above (there will be a \$2.95 per minute charge to your phone bill) to enter Your Dream Come True Sweepstakes or you may enter by mailing a three by five inch card with your name, address, telephone number and age to: Your Dream Come True Sweepstakes, P.O. Box 1494, Young America, Minnesota 55394-1494. Your call or mail in entries must be received by November 30, 1990. only two calls or mail-in entries per individual or telephone number. Upon telephone entry, you will be issued an identification number which must be saved to identify your entry. If you have entered through the mail, your telephone number will serve as your personal identification number.
3. To Win: A. Random selection: from all phone and mail-in entries received the following prizes will be awarded through random selection: One (1) Grand Prize of a trip for four anywhere in the world for seven (7) days, consisting of a round trip coach airfare, deluxe hotel double occupancy accommodations, and meals to a maximum value of \$15,000; \$10,000 cash; and any new automobile with a sticker price of \$40,000 or less; Five (5) first prizes of a \$1,000 cash; Ten (10) second prizes of \$500 cash; and 1001 Third prizes of a new CD or Cassette of your choice (maximum value \$18).
- B. Fast Entry Bonus: The first 150 callers and the first 100 mail-in entries will each receive a \$50 cash bonus.
- C. Get a friend to enter: If a friend enters either by phone or through the mail and provides us your name, telephone number and identification number with his/her entry, you will be eligible to win \$50 for each friend's entry, if you are responsible for the most friends' entries, up to a maximum of \$10,000, in the event that two or more individuals tie for the most friends' entries, a random drawing will be held from among these individuals to determine the one (1) winner of this award.
4. Prize Redemption: Random selection will take place on or about January 15, 1991. Odds of winning depend upon number of eligible entries received. Winners will be notified by mail. Winners may be asked to sign an affidavit of Liability/Publicity Release which must be returned within 15 days. In order to claim prize. Prizes won by minors will be awarded in the name of their parent or legal guardian. All prizes will be awarded. Taxes are the sole responsibility of winner.
5. Winners list and official Rules: To receive a copy of the Official Rules or a list of all major prize winners send a self addressed, stamped envelope to Your Dream Come True Sweepstakes, P.O. Box 2168, Young America, Minnesota 55399-2168. (WA and VT residents need not include return postage).

CSG IMAGESOFT INC.

#12 DEALERS PICK
#29 PROS PICK
NINTENDO POWER PICK
NOV/DEC 1989

SUPER dodge ball



Thrash, Bash, and Smash the Competition.

Team USA is on its way in the Super Dodge Ball World Cup Championship. From out of nowhere, this scrappy bunch of rookies are fighting for a long-awaited grudge match with the undefeated, defending world champions, Team USSR.

Have you slammed into Super Dodge Ball yet?

Licensed By Nintendo For Play On The **Nintendo** ENTERTAINMENT SYSTEM™

AND COMING SOON!

Solstice™

CSG Imagesoft proudly introduces Solstice, an exciting 3-dimensional test of wits, skill, courage and conviction. Join Shadax's quest as he searches through the deadly fortress of Kâstleröck for the magical staff of Demnos.

CIRCLE #136 ON READER SERVICE CARD.

Announcing the Free Imagesoft Newsletter!
Just fill out and mail in this coupon for your free quarterly newsletter full of game playing tips and information on new game releases.

Name _____
Address _____ State _____
City _____ Age _____
Zip _____

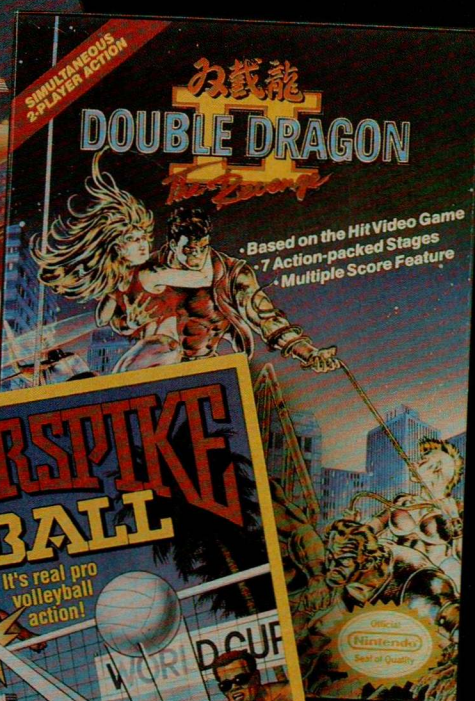
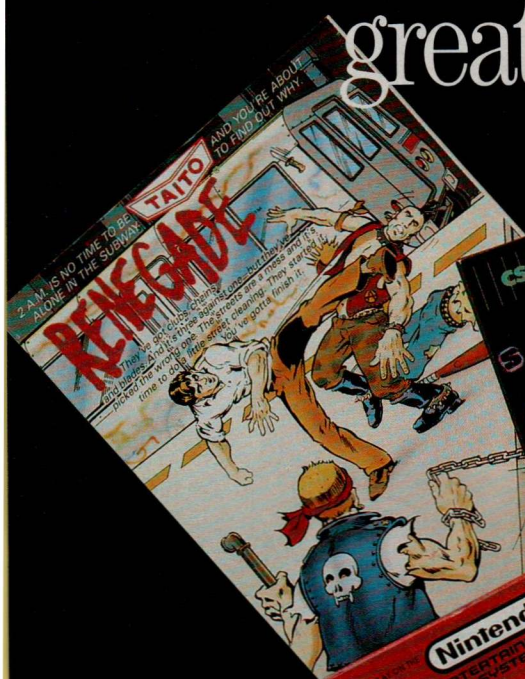
Send coupons to:
CSG IMAGESOFT INC.™
9200 Sunset Blvd.
Suite 820
L.A., CA 90069



VG

Quick!

Can you guess who's behind these great Nintendo® games?



Technos!

Now with the hottest
2-player action anywhere!

River City Ransom.

It's you and your buddy versus the meanest, baddest drug lord in town. He's holding the entire high school hostage, and only the two of you can expel him.

You'll both go to battle against ghoulish gangs and depraved dropouts. Along the way, you'll gain extra power and strength. And you'll need all you can get. School's out forever,

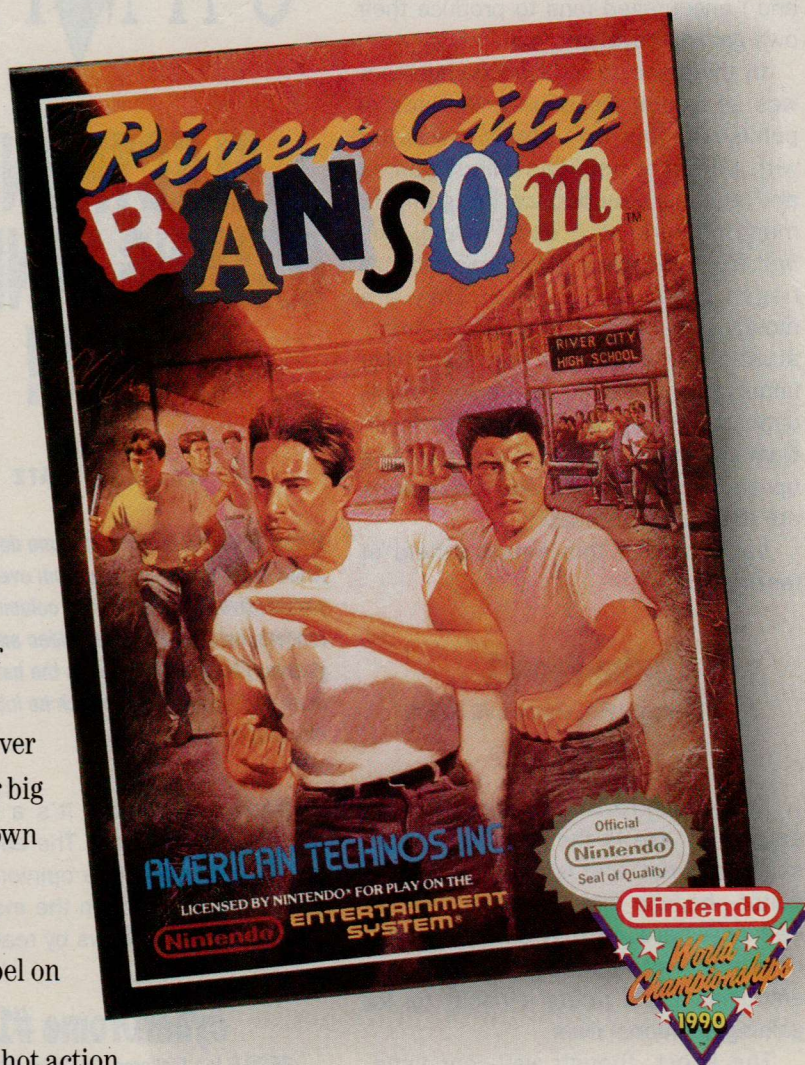
unless you answer the call!

Hurry. Head over to your nearest video game store. Ask for River City Ransom. It's your big chance to be a hometown hero.

And look for the American Technos label on many other Nintendo games. We have more hot action coming your way.



Double Dragon II "The Revenge" is TM and © 1989 Technos Japan Corp. licensed exclusively to Acclaim Entertainment, Inc.
Super Dodge Ball is TM and © 1989 Technos Japan Corp. licensed exclusively to CSG Imagesoft, Inc.
Packaging art by Carl Roy.
Ringside is TM and © 1989 Taito of American, Inc.
Superbike V Ball © 1988-89 Technos Japan Corp. TM and © are trademarks of Nintendo of America, Inc.
Double Dragon is TM and © 1988 Technos Japan Corp. licensed exclusively to Tradewest, Inc.
River City Ransom is TM American Technos, Inc. © 1989 Technos Japan Corp.
Nintendo, Nintendo Entertainment System, and Nintendo World Championship are trademarks of Nintendo of America, Inc.
*American Technos, Inc. *American Technos, Inc.



TECHNOS
AMERICAN TECHNOS INC.™

Suite SW3-372, 10080 N. Wolfe Road, Cupertino, CA 95014

Phone (408) 996-1877

CIRCLE #138 ON READER SERVICE CARD.

I feel like a cross between Leonardo da Vinci and Dr. Frankenstein. In the February 1990 issue of VIDEOGAMES & COMPUTER ENTERTAINMENT, I outlined the concept of electronic-gaming fandom. I described the rewards of participation as well as the benefits to the electronic-gaming world. I described fanzines, which are amateur publications edited by and for fans of video, computer and coin-op games, and I encouraged fans to produce their own gaming gazettes.

In this case, a little encouragement was all it took. Apparently, the idea of publishing your own small newsletter with personal opinions about games and gaming sounded as intriguing to many readers as it does to me. The first electronic-gaming fanzines recently began filling my mailbox. They are mostly small, and even the most enthusiastic game fan can see room for improvement. But these precious publications are truly a breath of fresh air. Gamers are reaching out and speaking up about their hobby, and the results are absolutely fascinating.

Let's look at this month's field of fanzines:

Turbo-Pro #1

1365 Windsong Rd., Orlando, FL 32809

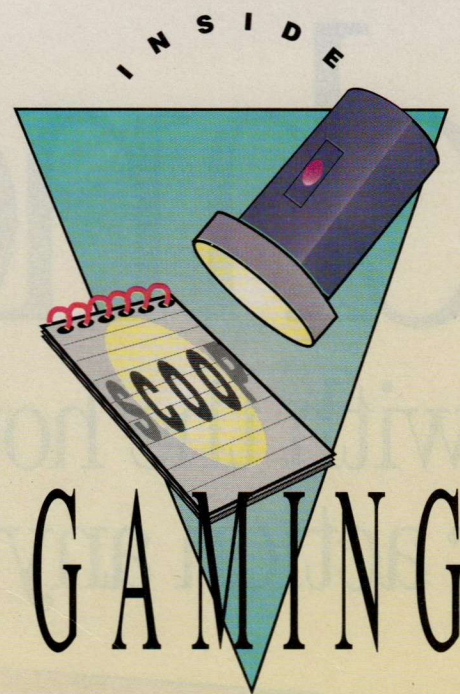
12 issues/\$3

Six pages

An in-depth review/strategy piece on *Legendary Axe* is the highlight of this self-proclaimed first issue. The modest editor—he/she forgot to credit his/her self anywhere on this charming NEC newsletter—covers the game with great enthusiasm and offers a handy tip for gaining additional lives.

The short, though well-conceived, editorial discusses the current struggle for the 16-bit market. He rightly concedes current leadership to Sega, but makes some valid points about NEC's potential to close the gap.

Turbo-Pro commits the usual mistakes of inexperience associated with



ELECTRONIC GAMING FANDOM LIVES!

BY ARNIE KATZ

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month his column takes readers inside the world of video and computer games. This month he reaps the harvest sown in an earlier column, in which he introduced electronic-gaming fandom.

premiere issues, but it's a lively and promising publication. The editor writes well, is willing to state opinions and yet is ready to throw open the magazine to comments and reviews by readers.

cyberDrome #1

8840-R Via Mallorca, La Jolla, CA 92037

Monthly. One issue/\$1; Ten issues/\$10

Eight pages. Editor: Edward Karpp

Just about every fanzine has something of interest in it, but it is inevitable that the cream will rise to the top. Ed Karpp's beautifully printed and designed *cyberDrome* moves to the

head of the personally published pack with its first issue. Well-written essays and reviews cover all cartridge-based home systems, and the editor plans to consider coin-ops in future issues.

Karpp's editorial introduces the publication and tackles the tough question of whether an interest as widespread as electronic gaming needs a fandom to focus attention upon it. "Amateurs like us will publish fanzines that we can trade with other fanzines," writes Ed. "The network perpetuates itself, growing stronger. Opinions will be shared; people will meet and talk. The bottom line is that communication has the potential to shape what is now a large but amorphous body of fandom."

Most of the issue is devoted to reviews of recent video games, each accompanied by detailed numerical ratings. In soliciting reviews from readers, Karpp stresses the need to take a stand about the game being reviewed, and he definitely follows his own rule. You won't always agree with his judgments, but Karpp generally explains his point of view in a logical, calm way that is bound to promote discussion in the letter columns of future issues.

Not that the editor of *cyberDrome* is taking any chance in that area. He also challenges the readers to air their thoughts on the subject of the tug-of-war between Nintendo and the "outlaw" third-party publishers. If that doesn't heat the next letter column to a bright cherry red, nothing will!

If you're looking for a niche in fandom, sending Ed Karpp a buck for a sample copy of *cyberDrome* is probably the best place to start. Real video-game lovers are sure to enjoy this intelligent fanzine.

Video Wars #1

684 Kensington Way, Bolingbrook, IL 60439

One issue/50¢

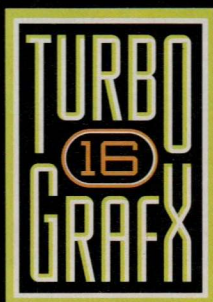
Three pages. Editor: Mike Ciletti

The most provocative article in this meaty, little fanzine is "Video Gaming

The system that brought you Legendary Axe™ / Video Game of the Year...



Legendary Axe™ Video Game of the Year! Take on the great Jagu in the year's hottest adventure!
First-rate axe-swinging action, awesome true-color animation



in the '90s." Mike's seven predictions won't win him many friends at Nintendo headquarters, but the idea of Sony becoming a major factor in the market by the end of the decade isn't quite as farfetched as some may think.

Rounding out *Video Wars* #1 are a news section, reviews of *Tecmo Bowl* (for the NES) and *Altered Beast* (for Sega) and some on-target hints for several popular cartridges. I'd be interested in reading somewhat longer reviews by Mike in future issues, so that he can examine the games in more detail than he did this time around.

Mike has come up with a tempting offer that will, hopefully, entice folks to checkout his fanzine. You can get a sample by sending him a self-addressed stamped envelope and just 20¢. Now that's my idea of a bargain!

The Altered Beat Vol. 1 No. 1.

2211 Lakeshore Drive, St. Joseph, MI 49085

One issue/\$1

Four pages. Editor: Edward Finkler

This good-humored journal is exclusively devoted to coverage of the Sega Genesis. Its 14-year-old editor really knows his stuff too, and *The Altered Beat* may soon develop into a real focal point for hard-core fans of the 16-bit video-game machine.

Genesis owners will appreciate Ed's extensive report on forthcoming games for the system. He covers not only cartridges from Sega of America, but also developments under way in Japan.

The editor's review of *Ghouls 'n' Ghosts* for the Genesis is another major plus. It thoroughly dissects the cartridge, offering comments on its bad as well as good points. It's also quite well-written, which bodes well for the future of this fanzine.

(SPECIAL NOTE: We received some interesting material from Dan Mac-

Innes, editor of *Regula*, another new fanzine. The problem is, he forgot to include his address! Indeed, that's the first lesson for fanzine editors.)

Try a Fanzine

The editors whose first efforts I've just reviewed have already discovered the joys of hobby publishing, but there can never be too many electronic-gaming fanzines. The reason: No matter what other newsletters may offer, the one thing they can't possibly have is *your* unique opinions and personality.

Fanzines are a great communications medium. Fandom offers the opportunity to share thoughts on games and gaming with other knowledgeable fans like yourself. The cost is little more than postage, and even some of that can be recouped with a small subscription fee for those who don't have fanzines of their own to barter with.

An interesting point about the first batch of gaming fanzines: All focus on video games. Computer gamers glory in the intellectual depth of their favorite disks, yet it seems that video gamers have taken the lead in creativity and ini-

tiative. Consider this a challenge to the computer-game fans to get involved in this crazy fanzine stuff.

Wanted: Readers


Editors of electronic-gaming fanzines want you. If you'd like to see some enthusiastic discussion of games and gaming, check out the fanzines described in this column. These small-press publications are a pure expression of America's independent spirit; they provide a forum for the expression of thoughts and opinions. They also offer readers the chance to participate through letters of comment or even contributions. You won't likely earn any money, but hey, this is a *hobby*. We talk about games because we love them, right?

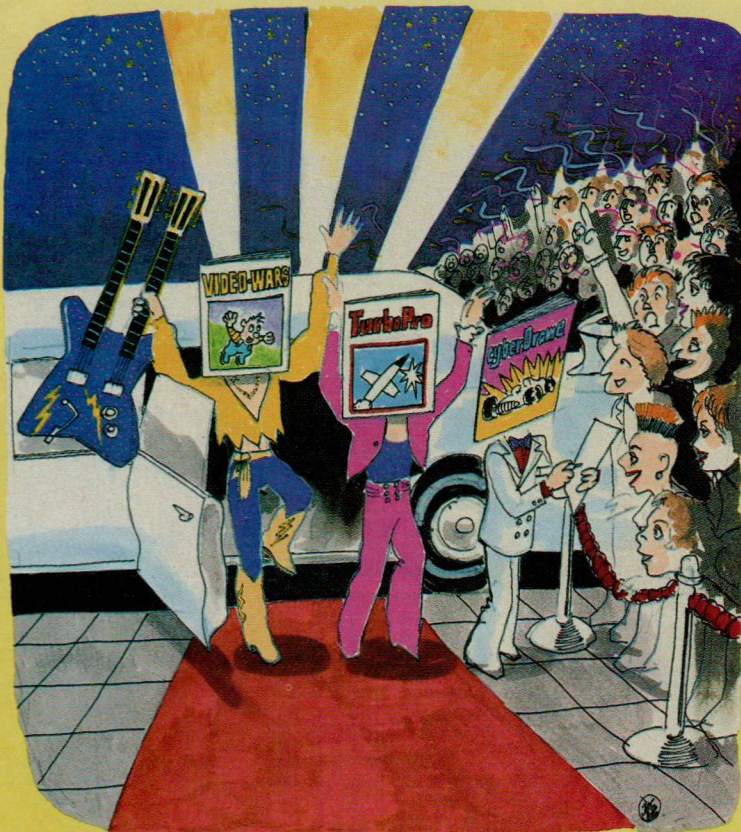
In an effort to help new fanzines find an audience, I am going to compile a mailing list of interested readers that I will provide to any prospective fanzine editor who sends me a **self-addressed stamped envelope**: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. Just request the "Fanzine Reader List," and it's yours.

By the same token, let's hear from

folks who would like to have their names circulated among the fanzine editors. You'll get a chance to sample these publications and decide which to support. Just send your name and address to me (at the above address), and ask to be put on the Fanzine Reader List. In a couple of months, the fanzine flood will be unleashed.

What's Next?

Future issues of VG&CE will review fanzines and carry news of the emerging electronic-gaming fandom. So if you've got fanzines or questions about fandom, send them to me in care of the magazine, and I'll try to do them justice in these pages. 



Brings you Bonk's Adventure,TM Final Lap Twin,TM Cybercore,TM...



Final Lap TwinTM Drive like never before through 20 courses!
arcade smash, split-screen viewpoint



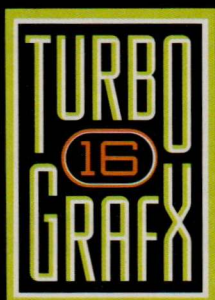
Bonk's AdventureTM Bonk through 5 prehistoric worlds!
thrilling adventure, zany power-ups



Military MadnessTM Maneuver your troops in strategic battle!
32 stages advance in difficulty, on-screen manual

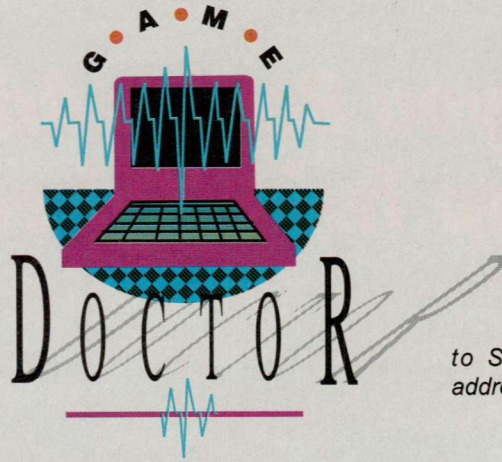


CybercoreTM Shoot swarms of giant killer insects! 8 stages of
attacks, huge mutant bosses



NEC

Final Lap TwinTM is a trademark of NAMCO LTD. © 1987, 89 NAMCO LTD.
Bonk's AdventureTM is a trademark of NECT, Inc.
© 1990 Hudson Soft, © 1990 Atlus Ltd., © 1990 Red.
Military MadnessTM is a trademark of NECT, Inc. © 1989 Hudson Soft.
CybercoreTM is a trademark of NECT, Inc. © 1990 IGS SOFT



Hello again, game fans. With this issue, the Doc will answer those questions about video games that have been piling up around here over the past few months. We've also got a Game Doctor Prize Packet to award and lots of other information, so let's dig in.

First off, I have a letter here from Roderick White of Daytona, Florida, that gives the lowdown on the NEC vs. Genesis technical specifications. Take it away, Roderick!

question

This is in response to a letter in the March 1990 issue of VG&CE written by Noel Affonso. The writer stated it was strange that the Sega Genesis is a 16-bit system and has only the same amount of power as the 8-bit NEC TurboGrafx-16. In response to this letter, you neglected to mention several important facts, which are listed below:

1. Resolution:
Sega Genesis (320 x 224 pixels)
TurboGrafx-16 (256 x 216 pixels)
2. Sprites on-screen:
Genesis (80)
TurboGrafx-16 (64)
3. Sprites per horizontal line:
Genesis (20)
TurboGrafx-16 (16)
4. Program RAM:
Genesis (64K)
TurboGrafx-16 (8K)
5. The Genesis can move different levels of backgrounds at different speeds to simulate 3-D. The Genesis also possesses the capability to scale and zoom sprites. Both of those functions are not possible on the TurboGrafx-16.

While both systems are excellent and have great games, on a purely technical level, I think it is clear that the Genesis is far superior.

In 1985, Sega released the Sega Mark III system in Japan. A year later, the system was released in the U.S. under the name "Master System."

—Roderick White
Daytona Beach, Florida

The Man With the Answers Reveals All!

by
The Game Doctor

answer

Thanks a lot, Roderick; the information speaks for itself. The NEC vs. Genesis question is elaborated on by the next writer.

question

I've noticed that the maximum megabyte (Meg) rating on an SMS cartridge is "4 Meg," which equals 512 kilobytes. Is 512KB the maximum amount of memory the SMS can address on a cartridge?

The highest Meg rating on a Genesis cartridge I've seen is 6 Meg or 768KB. Is this the maximum for the Genesis?

PS: I wrote to NEC and asked about the curious TurboGrafx-16 that only has an 8-bit CPU. NEC told me its system uses two 8-bit processors. According to NEC, the TG-16 [can handle] 1.5 MIPS (millions of instructions per second) whereas the Sega Genesis [can handle] only .70 MIPS.

—Royce Liao
Fullerton, California

answer

Thank you, Royce. Now how about I actually answer a question, okay guys?

Yes, 4 Meg is the maximum addressable memory for the SMS, but according

to Sega, the Genesis can actually address 8 Meg or 1000KB.

question

I just bought a Sega Genesis after selling my Master System to a friend, thinking that the converter would work with all games. At Christmas I received the Power Base Converter. When I read the instructions it said that *F-16 Fighting Falcon* cannot be used, and some games need the old control pads from the SMS to play [them]. My questions are: why is that, and where can I get the old control pads?

—Alex Georgopoulos
Pine Brook, New Jersey

answer

While most SMS games can be played through the standard Genesis controller, some basic infelicities exist between the two types of Sega controllers. Some of the older games rely upon elements that do not exist in the new controllers, so the old ones are required.

The standard SMS controllers can be purchased through Sega of America but should soon be available through normal retail outlets.

question

I am considering buying a 16-bit game system and would like to know if there will ever be a system more powerful than the 16-bit console.

—Troy Atwood
Fayetteville, North Carolina

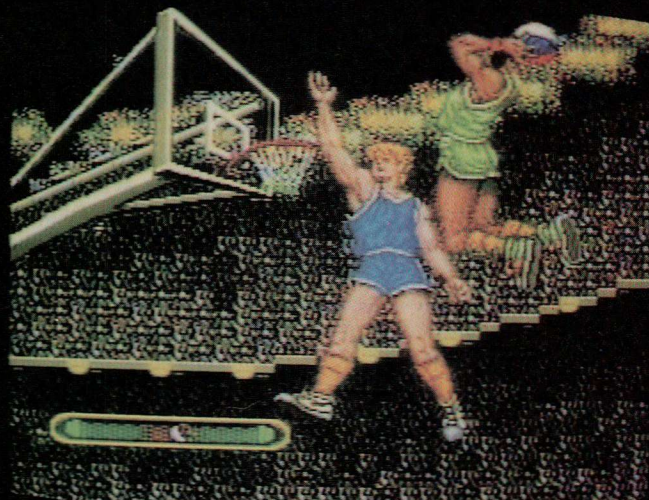
answer

You can never say "never" in the world of electronic entertainment, Troy, but right now I'd admit that video games have reached at least a temporary watershed with the 16-bit CPU. It is possible, perhaps even likely, according to some industry experts, that NEC will be upgrading the TurboGrafx-16 to full 16-bit CPU capability, but I doubt we'll see a

Double Dungeons,TM Bloody Wolf,TM...



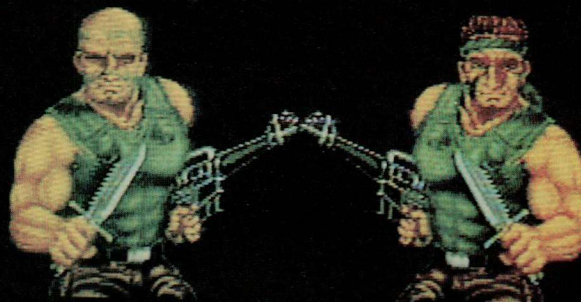
Double DungeonsTM Journey through miles of dungeons!
role-playing intensity, split-screen lets 2 play



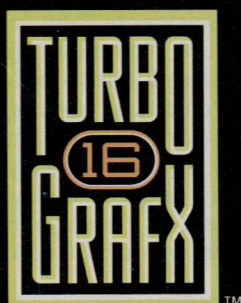
Takin' It To The HoopTM Dribble, shoot, slam!—real-sports
action! spectator point of view, huge graphic dunks



NeutopiaTM Delve into dungeons, secret passageways and
more! 4 complex stages, 150 different screens



Bloody WolfTM Infiltrate enemy lines to rescue hostages!
arcade hit, 8 dangerous stages and bonus games



Double DungeonsTM is a trademark of NECT, Inc. © 1990 NCS.
Takin' It To The HoopTM is a trademark of NECT, Inc. © 1989 AICOM Corp.
NeutopiaTM is a trademark of NECT, Inc. © 1990 Hudson Soft.
Bloody WolfTM is a trademark of Data East Corporation, © 1990 Data East Corporation.

NEC

future jump—to a 32-bit processor, for example—any time in the next few years.

Sega, at least, vehemently denies it is even considering the possibility of jumping to a 32-bit CPU-based system. "The technology has reached the point," explained one of Sega's technical-support people, "where we've run up against the limitations of the TV set in terms of the image it is capable of producing. The Sega spokesman hinted that HDTV (high-definition TV) may represent the next major leap forward in video-game technology.

The Doc agrees, by the way. If anything, the addition of a CD drive for existing video-game systems seems the next logical step in the evolution of video games. And, since Nintendo has yet to even announce a release date for the U.S. version of its 16-bit Super Famicom, I'd say that 16-bit technology has barely arrived. So, while there are no guarantees that there won't be a superior technology at some point in the future, I'd say you'll be missing out on a lot of great gaming if you decide to wait.

q u e s t i o n

Is Sega coming out with a CD-ROM player for the Genesis (like the TurboGrafx-16)?

—Steve Che
Los Angeles, California

a n s w e r

Sega has no current plans to produce a CD-based drive for its Genesis. I think the key word there, however, is "current." If CD technology takes off this year—with NEC, Commodore Amiga, Tandy and Magnavox, among others, preparing to jump on the CD bandwagon—I believe those plans could change.

VECTREXANIA: Fans of the Vectrex—as well as the Coleco ADAM computer—have a friend in Norman Castro of 809 W. 33rd Ave., Bellevue, NE 68005 (local Omaha ADAM and Vectrex fans can contact Norman between 5 and 9 PM at (402) 291-4405. Norman runs the Omaha ADAM Users Club and publishes his own fanzine, and he tells us that as of June 30, 1988, Milton Bradley/GCE ([413] 525-6411) repairs its Vectrex units on a flat-fee basis. Console repairs cost \$40 and joysticks are repaired/replaced for \$15. Norman has also located a source of new Vectrex units! Pleasant Valley Video, 8141 Pleasant Valley Rd., Camden, OH 45311; (513) 787-4707, has the treasured system. Tell them Nor-

man and Game Doc sent ya!

NOT ANOTHER ONE! Department: Just when my year-long quest to locate the fabled Vectrex source seems to be at an end, another even more insurmountable challenge is laid in my lap!

Doug Downs (P.O. Box 47, Greentown, OH 44630) writes that he is desperately seeking games and new controllers for the venerable Bally Home Arcade, a/k/a Bally Professional Arcade, Astrocade, etc. If anyone out there can help Doug, write him directly, and drop me a note. I'll print any info I receive on this subject—the Bally was a wonderful game system!

Game Packet Winner Department: The winner of this month's Game Doctor Prize Packet of neat game-related trinkets is Paul J. Kowalski from my hometown of Brooklyn, New York. We don't have room to run Paul's entire missive, but here are some of the highlights:

q u e s t i o n

Since the days when Nolan Bushnell created Pong, I have always been fascinated by video games. I was also the first of my friends to own an Atari 2600. I still have this "prized" machine along with 70-plus carts for it. I rarely take it out and use it, but primitive as it was, there were some programmers (e.g., Activision) who could make this 4K system perform some amazing feats.

I almost got Colecovision, but the "fall" came and the video-game world deep-sixed itself. Too many bad games at too high a price.

Nintendo tested the waters again after a few years and became an instant success. Sega followed, and I bought my son one. Even though Nintendo had a multitude of games, my son and I considered the SMS a superior piece of hardware and preferred their limited catalog of wares to those of NES. We have since purchased Sega's Genesis system. This 16-bit dream machine is a joy to play and use. The newly constructed pad controller is not awkward to handle, and the extra buttons add to game play.

Since the NES and SMS both use the 6502 CPU, I always wondered why the Atari and Commodore 8-bit computers never had such high-quality graphics. Now the Genesis uses the Motorola 68000 CPU chip, just like the ST and Amiga. The clarity, speed and stereo sound really add to the enjoyment of game play. The graphics displayed on an ordinary TV set far outweigh those displayed on most specialized monitors.

With 32-bit technology getting cheaper and cheaper, I'm sure that we will see another chapter in the history of video gaming. I just hope that another fallout doesn't occur. Sega may be slow in coming out with new games, but Nintendo is saturating the market, and like times past, the selling threshold wears out, the public gets fed up and companies die out, leaving their stock to odd lot sellers charging 50¢ a game. It happened to Atari, Coleco and others.

Atari ruled for years and look what happened. Nintendo rules now, and it can happen again.

—Paul J. Kowalski
Brooklyn, New York

a n s w e r

Just as the SMS was able to produce superior graphics to computers using the same CPU, the Genesis pretty much blows away the comparable ST and Amiga games I've seen, strictly in terms of graphics. The fact is, "dedicated" systems always seem to produce better images, if only because so much of the computer's power is channeled in that direction.

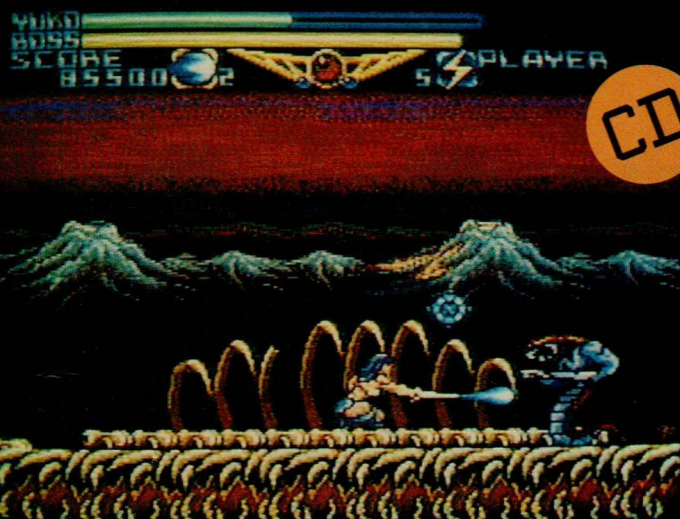
In any case, Paul, your Game Packet is in the mail! 📧

Q & A QUICKIES—

Kevin Briedenbach of Hustisford, Wisconsin, wonders what the difference is between the Sega Base System and the Sega Master System. The answer: The Base System is just the game console and one starter cartridge while the SMS package includes the Light Phaser and a target game that uses the gun.... Lots of curiosity about third-party software for the Genesis and SMS from folks like Jeff Kowerchuk of Winnipeg, Manitoba, Canada. Actually, third-party software has already appeared for the Genesis. Zoom, for example, was produced by its computer publisher, Discovery—it has simply appeared under Sega's label. Several independent publishers, including Spectrum Holobyte, have already inked deals with Sega to produce Genesis software. Whether those games will be published independently or through Sega is still up in the air.

And that's about it for this installment of Game Doctor. Remember to send your questions and comments to GAME DOCTOR, c/o 330 S. DECATUR, SUITE 152, LAS VEGAS, NV 89107. As for me, I'm on my way to the Jacuzzi with the Game Nurse. Later, gang!

And more. The hottest video games. Only on the TurboGrafx™-16 system.



Ys Book™ II Wield the magical sword against demonic forces!
5-level action/adventure, spectacular CD quality



Ys Book™ I & II Destroy Evil in this role-playing epic! Incredible CD sound, depth and intensity



CD Innovation Supplement the system with CD intensity!
superior CD graphics, incredible CD stereo sound
(TurboGrafx™-CD sold separately)

The TurboGrafx-16 game system from NEC. Video Game of the Year. First video games on CD-ROM. And the largest 16-bit library with more to come.

Arcade

Vigilante
Dragon Spirit
R-Type
Galaga '90
Space Harrier
Final Lap Twin
Bloody Wolf

Sports

Power Golf
World Class Baseball
World Court Tennis
Takin' It to the Hoop

Adventure

The Legendary Axe
Keith Courage in
Alpha Zones
Bonk's Adventure

Action

China Warrior
Alien Crush
Pac-Land
Cratermaze
JJ and Jeff

Shooting

Blazing Lasers
Fantasy Zone
Ordyne
Deep Blue
Cybercore

Driving

Moto Racer
Victory Run

Role-Playing

Dungeon Explorer
Neutopia
Double Dungeons
Strategy
Military Madness

CD Games

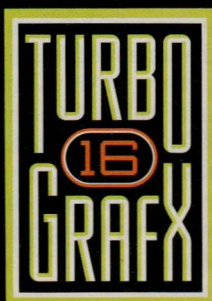
Fighting Street
Monster Lair
Ys Book I & II
Valis II

The Library

COMING SOON!

CD Games

Splatterhouse
TV Sports Football
Super Volleyball
King of Casino
Legendary Axe II
Red Alert
Lords of the Rising Sun
Final Zone II
Magical Dinosaur Tour



AROUND

A Survey of Electronic Baseball

THE BASES

by
Bill
Kunkel
&
Arnie
Katz

The snow pack melts on mountain tops, creeks run with water, life reawakens and a young man's fancy turns to Astroturf and domed stadia.

Ah, but that was in the old days, when pre-strike hardball was merely a seasonal phenomenon with a beginning and an end.

These days, baseball goes on forever. As soon as the police and attack dogs take the field after the final out of the World Series, writers, analysts and all-purpose bean counters start poring over a season of collected data. Their labors are in preparation for feeding reams of numbers into the insatiable maw of stat books, team analysis, magazines and statistical-replay games.

Where once the arrival of those first chill October winds meant the end of baseball, it now signals the start of the "Simulation Season." Armed with a season's worth of ERAs and RBIs, the fantasy baseball manager sets out on a quest to reshape reality, to create a better team through his own acumen and insight.

Forget about Astroturf and baseball cards for the time being, and let's look exclusively at the many ways in which baseball has been reproduced in a variety of electronic mediums.

The Early Days

Back in the early days of programmable video gaming, baseball games were a staple of everyone's game library. The Atari 2600 featured Bob Whitehead's *Home Run*, basically a glorified version of stickball; the Bally Home Arcade and Magnavox Odyssey² both had top-down versions of the national pastime; and Mattel caused a sensation with its sophisticated, two-player-only *Major League Baseball*.

The early games were arcade-style contests in which the players were non-descript ciphers whose skills were provided

exclusively by the human player's hand-eye coordination. With publication of

Scott Orr's *Championship Star League Baseball* (Gamestar), strategy entered the picture; players garnered ratings distinguishing between sluggers and scratch hitters, and the game also introduced the idea of relief pitching.

Since then, the vast majority of electronic baseball games have fallen into one of three categories: action-strategy, stat replay and hybrids that feature elements of both.

Thinking Man's Action

In the computer universe, the leading proponent of action-strategy baseball was Bob Whitehead's *Hardball* (Accolade). *Hardball* utilizes a behind-the-plate perspective for pitching and hitting, then switches to an alternative camera angle after the ball is hit. All players come with statistics and ratings, and substitutions can be made freely throughout the game.

After approximately three years in the top spot, *Hardball* was replaced earlier this year by *Hardball II* (Accolade), a souped-up version of the original authored by Distinctive Software Inc. (creators of the popular *Test Drive* series). The new version of this venerable classic makes many of its improvements behind-the-scenes: stats are stored and updated; infielders and outfielders can be shifted; and the entire managing process has been simplified through the implementation of pull-down menus. More obvious upgrades include additional ballparks—seven altogether—with different visual presentations and related stadium effects, an instant-replay feature and overall enhanced graphics courtesy of an expanded number of frame animations.

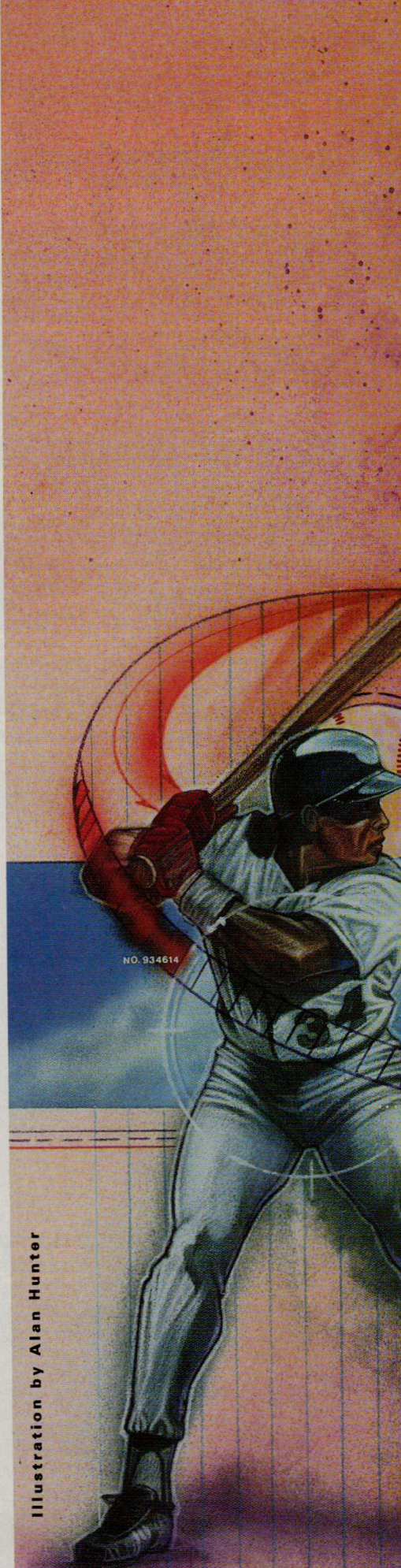


Illustration by Alan Hunter



A
B
C
D
E
F
G
H
I
J

- HIT
- HOME RUN
- SINGLE

R
S
T
U
V

BATTER

PITCHER

CATCHER

CENTER

SHORT

Other recent action-strategy games that showed promise as sure-shot licenses upon release—*Pete Rose Pennant Fever* (Gamestar) and *Sporting News Baseball* (Epyx)—faded from view over the past year. *Pete Rose Pennant Fever* suffered from its association with Charlie Hustle, whose fondness for gambling led to a major scandal shortly after Gamestar released this ill-fated program. *Sporting News Baseball* was doomed by Epyx's internal difficulties. The main selling features of *PRPF* were its multiple-camera presentation, the use of real major league players and a solid statistical foundation.

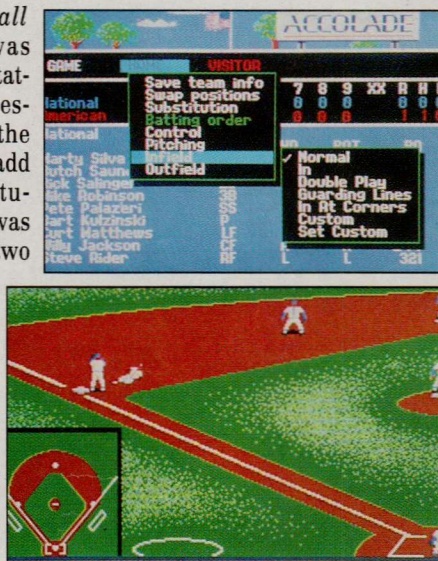
SNB also uses real players, a league mode and a plethora of statistics. Unfortunately, many of the stats seem of dubious value in simulating performance. (An RBI, for example, is a pretty useless statistic in terms of stat simulation, since it depends on factors beyond the control of the batter, like base runners.)

The Heavy Hitting Hybrids

Two of the hottest contemporary baseball games are hybrids, similar to

World's Greatest Baseball Game (Epyx). *WGBG* was originally designed as a stat-based simulation, but pressure from Epyx forced the designers (Quest, Inc.) to add an arcade mode. Unfortunately, the C-64 simply was not capable of running two such ambitious games in one program, and the results were unsatisfactory from both a stat and action point of view.

Nonetheless, the concept behind *WGBG* was obviously solid; it was just the technology that wasn't up to the challenge. By the time Eddie



Dombrower created *Earl Weaver Baseball*, with extensive input by the Earl of Baltimore himself, computers like the Amiga and IBM made possible a far more successful execution. *Earl Weaver* can be played in any of several modes against either the computer or another human player. It works as a stat game, an action game or a stat-influenced action contest.

An upgraded version of the original, *Earl Weaver Baseball 1.5*, has since been published, and an auxiliary disk containing every major league stadium, the *Player Stats 1989 Season*, is also available.

The new kid on the block is *TV Sports: Baseball* (Cinemaware), from Don Daglow's Beyond Software. (Daglow was the producer on *Earl Weaver*.) This is very similar to *EWB*, but with many of the rough edges smoothed. As of press time, it had yet to be released.

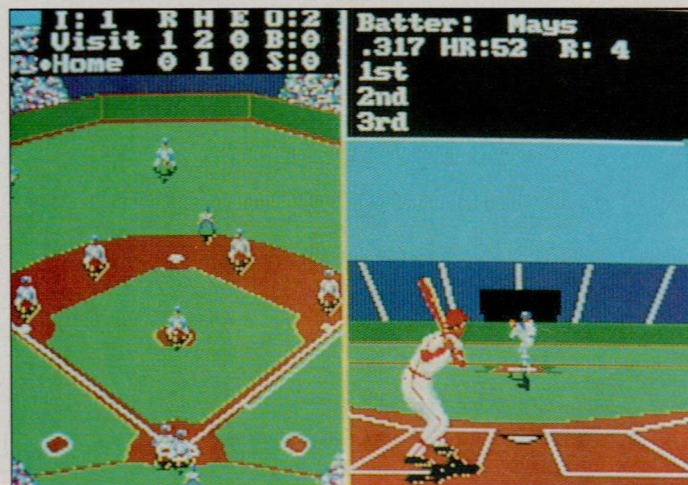
Casey at the Stats

Stat-based games are an entirely different proposition from action-strategy contests. The object here is *not* to employ one's joystick skill to manipulate on-the-field players. In these games, the user is the team manager. As such, the user cannot go out and throw the ball or swing the bat for his players; he can only assemble the best lineup, provide the most intelligent strategy and hope the team performs.

For years, stat games eschewed graphics in order to produce the highest possible level of statistical accuracy. Games like *Computer Baseball* (SSI), *Statist Pro Major League Baseball* (Avalon Hill) and *APBA Major League Player's Baseball* (Random House) offered, at most, an overview of a diamond with player names inserted at the appropriate position.

The game that made the breakthrough

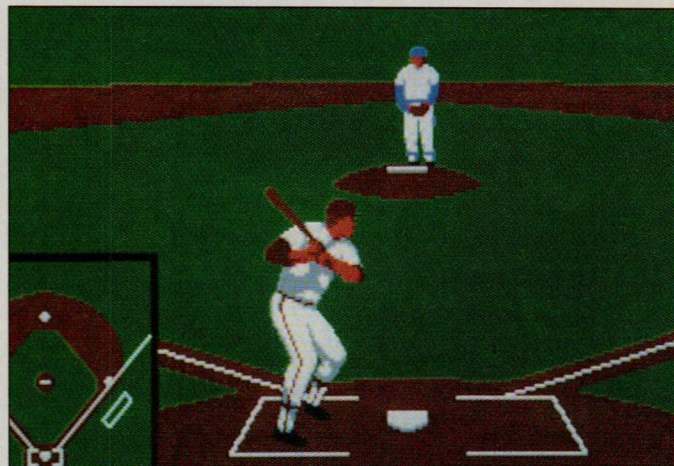
was Barry Morstain's *MicroLeague Baseball* (MicroLeague Sports Association). Published in 1984, *MicroLeague* was the first simulation to offer fully animated graphics. Suddenly users could actually see the plays being executed, rather than simply reading a one-line description. As a result, *MLB* became an institution, a single game that brought home the bacon for an entire company over several years (MLSA added *MicroLeague WWF Wrestling* two years ago), thanks to its various extra



EA has upgraded their successful stat/action game and renamed it *Earl Weaver Baseball 1.5*.

disks and peripheral products.

MicroLeague Baseball II (MLSA), designed by Morstain and Subway Software, has since appeared for the Atari ST,



Accolade has brought its computerized diamond success, *Hardball*, up to date with its *Hardball II* sequel.

IBM and Macintosh. *MLB II* adds several features including enhanced graphics, stadium effects (such as grass or artificial turf options), a bull pen coach to report whether relievers are warm, injury listing and more sophisticated player ratings.

Championship MicroLeague Baseball (MLSA), by PS Consulting (Ed Daniels, creator of *Pure-Stat Baseball*) and Subway Software, is the latest incarnation of the venerable classic. Scheduled for release later this year on the C-64, *CMLB* features

a depth of simulation that should impress even veteran stat fans. In addition to the new game's sophisticated statistical base, it also features all-new graphics that include stadiums from a variety of eras (everything from Minnesota's Homestead to the Polo Grounds) and beautifully detailed animations including pitchers delivering from a full windup or, if there are men on base, the stretch.

With Ed Daniels' recent signing by MLSA, *MicroLeague* absorbed its only real competition over the past decade. Originally with Quest, Inc. (creators of *World's Greatest Baseball Game*), Daniels later formed Software Simulations and published *Pure-Stat Baseball*, the only other stat simulation offering full graphics and animation.

This is not to say that none of the

BAN
DAI

BANDAI

Licensed by Nintendo for play on the

Nintendo

ENTERTAINMENT SYSTEM[®]

DYNOWARZTM

THE DESTRUCTION OF SPONDYLUS

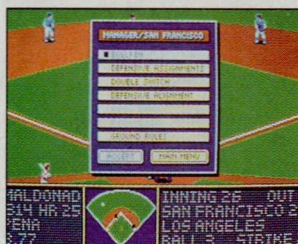
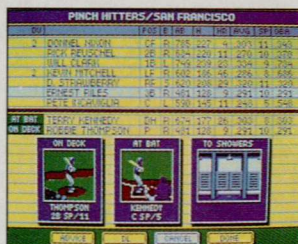


**Power the Mighty Robot Dinosaur, Cyborasaurus
on a Mission to Save the Spondylus System!**

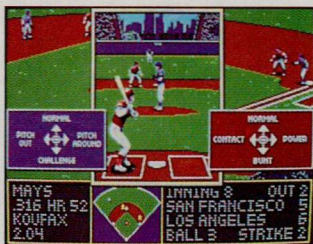
Bandai is a registered trademark of Bandai America, Inc.
DYNOWARZ is a trademark of Bandai America, Inc.
© 1989 Bandai America, Inc.
Nintendo and Nintendo Entertainment System are
Trademarks of Nintendo of America Inc.

CIRCLE #140 ON READER SERVICE CARD.





Cinemaware's *TV Sports: Baseball* is a new entry in the *TV Sports* series of computer games (Amiga version at left; IBM version shown below).



nonanimated programs have survived. Lance Haffner's *Full Count Baseball* is one of several non-graphic programs that maintains a solid cult following and issues season disks on a regular basis. In fact, a new entry into the text-based baseball sweepstakes appeared in 1989: *Major League Manager* (UXB/Spinnaker), a solid, though unspectacular, simulation that offers wannabe managers all the standard strategic options.

Baseball Video Games

Once upon a time, the term "baseball video game" was synonymous with strictly arcade-type action. No longer: Modern dedicated game systems boast some of the

hottest hardball simulations around.

The NES market fairly bursts with solid action-strategy games, like the visually and statistically solid *Baseball Stars* (SNK), *Interactive Major League Baseball* (LJN) and *RBI Baseball* (Tengen), the only video-game entry with real major league player stats. And then there's Culture Brain's downright bizarre *Baseball Simulator 1.000*, which goes considerably further. *BS 1.000* offers fans three leagues worth of players, two of which are fairly ordinary. The third, however, the "Ultra League" contains players possessing super powers!

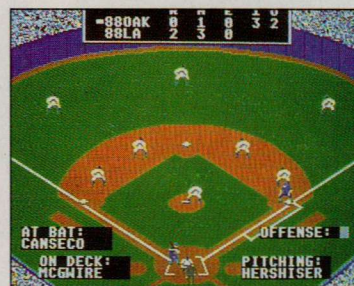
For fans who prefer their baseball presented in somewhat more conventional terms, there's *Reggie Jackson Baseball* for the Sega Master System. Reggie Jackson is strongly modeled on *Tommy Lasorda Baseball*, a smash on the Sega Genesis. Both games feature stat-based action with several league's worth of teams comprised of fantasy players.

The graphics on both games are astonishing, representing state of the art in their respective 8- and 16-bit formats. Both games combine behind-the-plate and top-down perspectives to produce games so realistic that a quick look, especially on *Tommy Lasorda*, might fool the unwary observer into thinking they were actually viewing a real baseball game.

TurboGrafx-16 fans have a similarly impressive baseball contest available in the form of *World Class Baseball* (NEC). Once again, behind-the-plate and top-down viewpoints are used to produce a top flight simulation of the national pastime.

Back to the Future

Despite the avalanche of baseball products, baseball is likely to remain a hot ticket in the electronic-entertainment universe. At least two major new releases—*Championship MicroLeague*, a newcomer in stat replay from MLSA, and an action-strategy simulation from Scott Orr's Season Ticket label on Data East—are scheduled to appear on store shelves in 1990, along with the usual collection of season, stadium and other sec-



MicroLeague Baseball II further enhances its namesake.

ondary disks for existing products.

Diamonds, they say, are forever. Apparently, this also holds true for baseball diamonds, especially those of the electronic persuasion. ♦

THE BASEBALLOGRAPHY

As with any listing that boasts of completeness, the "baseballography" is doomed to failure. So many baseball games have appeared over the years that one or two will almost certainly slip through the cracks. Nonetheless, to the best of the authors' knowledge, the following listing is complete. We welcome any additions.

VIDEO GAMES

Home Run (Atari for the Atari 2600)

Earliest 2600 baseball game, designed by Bob Whitehead. Very primitive. Three-man defensive teams engaged in a game resembling stickball more than baseball.

Tornado Baseball (Bally for the Bally Home Arcade)

Early arcade-oriented baseball game similar to the old coin-op in which a ball bearing appeared from a slot on the

pitcher's mound and players pressed a button to swing a tiny, spring-driven bat.

Baseball (Magnavox for the Odyssey²)

Only baseball game ever created for the Odyssey system. Pretty good for its time.

Major League Baseball (Mattel for the Intellivision)

Groundbreaking Intellivision program that lacked only a solitaire mode. Extremely realistic graphics.

Major League All Star Baseball (Mattel for the Intellivision)

Similar to *Major League Baseball*, with improved graphics and a one-player mode.

Realsports Baseball (Atari for the Atari 2600)

Improved version of the national pastime for the 2600 featured full-team play.

Super Challenge Baseball (Mattel/M-Network for the Atari 2600)

Similar to *Realsports Baseball*, this

program was produced by Mattel's M-Network, which served as a third-party software supplier for the 2600. Used a slightly angled top-down perspective.

Super Action Baseball (Coleco for the ColecoVision)

Sophisticated baseball simulation that broke ground with multiple camera angles and generally hot graphics. *Super Action Baseball* required special controllers, which made it awkward to play and hurt its sales.

Major League Baseball (Nintendo for the NES)

Nintendo's own baseball game for its NES misses the target. Very primitive, *MLB* has long since been surpassed.

Bases Loaded (Jaleco for the NES)

This superior NES baseball game introduced the concept of player statistics and superior graphics to NES hardball simulations.

RBI Baseball (Tengen for the NES)

Action-strategy contest is one of the best NES baseball games, though its graphics have long since been surpassed. *RBI* is the only baseball video game to use real major league players.

Major League Baseball (LJN for the NES) This rookie is the subject of a lawsuit because ads claimed the game contains major league rosters although real player names are not included. Action-strategy baseball game with nice graphics.

Great Baseball (Sega for the SMS)

Sega's own baseball game for its SMS. Poor animations and game play.

Pretty vacant.

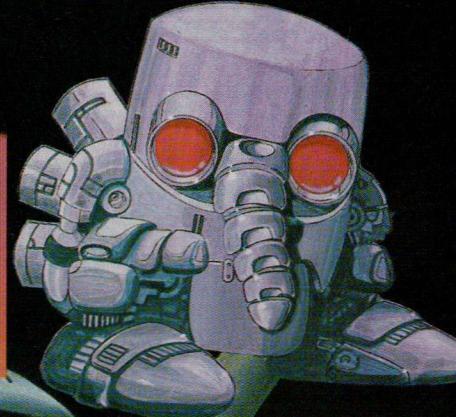
Reggie Jackson Baseball (Sega for the SMS)

Excellent SMS baseball game modeled on the amazing Genesis game, *Tommy Lasorda Baseball*, which was released later.

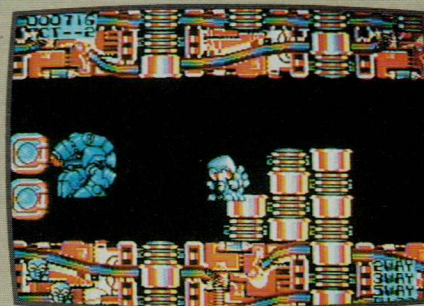
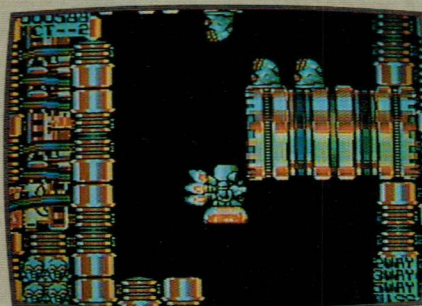
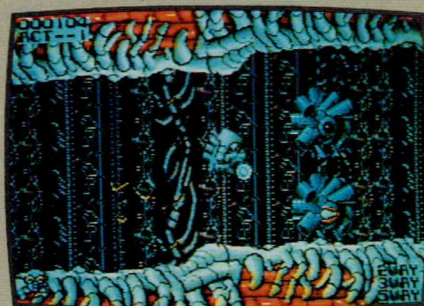
TRECO presents...

ATOMIC

ROBO-KID



Hot-shot ATOMIC ROBO-KID™ is out to wash a couple of rude, mutated life forms which have invaded Earth in what is destined to be one of the hottest battles for survival this side of the Milky Way!



FOR PLAY ON... SEGA

GENESIS

16 BIT

POWER

TRECO

(213) 782-6960 / (213) 782-6961

2421 205th Street, Suite D 204, Torrance, CA 90501

Tommy Lasorda Baseball (Sega for the Genesis)

The finest available action-strategy baseball game on any system. Great graphics and sound (including incredible digitized speech), multiple viewpoints and strategic options make it an instant classic. Does not use real players.

Baseball Stars (SNK for the NES)

Most sophisticated of the NES baseball programs, it even allows trading! Heavy strategic component and extremely hot graphics. League and one-on-one play modes. The basic graphic presentation is an elevated, behind-the-plate view with scrolling to relevant portions of the field as the play develops.

Baseball Simulator 1.000 (Culture Brain for the NES)

Definitely the *weirdest* of the NES baseball games. It has plenty of unusual options (game results are saved, for example, and there are six different stadia to play in). The most striking peculiarity is that players in one of the three available leagues—the aptly named “Ultra” League—have *superpowers*! Balls explode, freeze in mid-air, burst into flames and perform other mutant apparitions guaranteed to make hardball purists burst into flames. Average graphics.

World Class Baseball (NEC for the TurboGrafx-16)

In Japan, this appeared as **Power League Baseball** for the PC Engine (which became the TurboGrafx-16 in America). One- or two-player game toggles between a behind-the-plate and top-down perspective. Contains digitized speech. Another baseball game for the PC Engine, **World Stadium Baseball**, is also available in Japan but no announcement for the American market.

COMPUTER BASEBALL

Championship Star League Baseball (Gamestar)

The first computer baseball game, this classic set the mold for the modern action-strategy sports simulation. The action was presented from the grandstands along the first base line. This was the first baseball game to make relief pitching available.

World Series Baseball (Mattel) Designed for the aborted Mattel Entertainment Computer System (ECS). Similar to **Major League All Star Baseball** for the Intellivision.

Championship Baseball (Gamestar)

Updated version of **Starleague Baseball** with enhanced graphics (including a behind-the-plate perspective).

Hardball (Accolade)

Tremendously popular action-strategy contest featuring strong graphics and multiple perspectives. The primary display is a shortstop's view of the field, with a top-down glimpse of the diamond in a corner window. It captured the essence of the batter vs. pitcher confrontation better than any previously released game had.

Hardball II (Accolade)

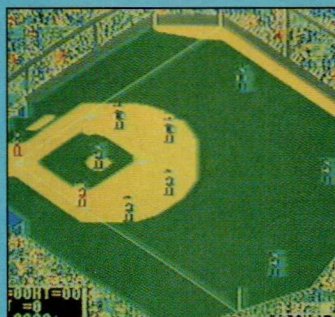
Sequel to the original by Don Matrick's DSI, containing improved graphics and additional features.

Pete Rose Pennant Fever (Gamestar)

Multiple viewpoints were the major attraction of this ill-fated game, released just before the Rose scandal grabbed headlines. Real players with excellent use of player ratings. Pitchers are rated for speed, control and stamina; position players are rated for hitting, running, fielding and throwing.

Sporting News Baseball (Epyx)

Real players, league play and lots of statistics highlight this minor addition to the baseball library. Epyx experienced problems at the time this was released, and the game also suffered in comparison to its main competition, **Earl Weaver Baseball**. Includes all 26 ML teams and a roster of all-time greats, with league drafts and trading of players.



Epyx's World's Greatest Baseball

The World's Greatest Baseball Game (Epyx)

In attempting to produce a program that would appeal to both arcade and stat fans, **WGBG** wound up neither fish nor fowl. This C-64 game features an action game and a stat-replay mode, but both suffer from a lack of memory. The game was ahead of its time.

Sluggo (Mastertronic)

There are some very nice things in this arcade-style baseball game; unfortunately, it was also designed by Brits more familiar with cricket than our strange, Colonial game. The second baseman, for example, stands on second base; balls don't bounce, they thud like bowling balls and once you've seen football-style

cheerleaders emerge from the dugout during the 7th inning stretch to lead the crowd in pom-pom waving, well, let's just say you're not likely to forget it.

EA's Earl Weaver Baseball 1.5

Earl Weaver Baseball (Electronic Arts)

Spectacular graphics, real players, stat, arcade or stat-influenced arcade modes and lots of other neat features made this game a real winner. Something for everyone, but hard-core stat fans may be disappointed.

A subsequently released **Earl Weaver 1.5** has cleaned up some of the original's weaknesses. Electronic Arts has also done a good job of getting out new



Cinemaware's TV Sports: Baseball

stat disks.

TV Sports: Baseball (Cinemaware)

State-of-the-art baseball simulator from Don Daglow's Beyond Software. Spectacular effort. Graphics not as flashy as **Earl Weaver's**, but they fare better over the course of a game.

Orel Hershiser's Strike Zone (Mastertronic)

Action-oriented effort features some nice graphics with an easy-to-play interface. Multiple camera angles include a behind-the-plate display for hitting/pitching, with a split-screen version for two-player games with both hitter's and pitcher's perspectives on-screen. There is also a screen showing the field from the grandstands behind home plate and along the third-base line. Based on the arcade game of the same title.

COMPUTER STAT-REPLAY

Computer Baseball (SSI)

The first stat-based baseball simulation by Dan Buntin. No graphics.

Statis Pro Major League Baseball (Avalon-Hill)

An early Avalon Hill computer game, **Statis Pro** is based on that company's nonelectronic board game of the same name. No graphics.

MicroLeague Baseball (MLSA)

Though somewhat deficient from a statistical point of view, **MLB** offers stat fans the more palatable blend of graphics and statistical content and has been the most satisfying simulation for head-to-head and league play.

MicroLeague Baseball II (MLSA)

Improved version of **MLB** for the ST, Mac and IBM computers. Includes injuries, a bull pen coach, stadium effects, rain outs and more complete ratings.

Championship MicroLeague Baseball (MLSA)

New version of **MLB** offers greatly enhanced statistics and ratings while maintaining the priority of solid graphics and a simple user-interface. A quantum leap from the original **MLB**.

Pure-Stat Baseball (Software Simulations)

Statistically superior to **MLB** but weak graphics and several bugs hurt this game in the marketplace.

APBA Major League Player's Baseball (APBA/Random House)

A combination of factors, including Random House's failure as an entertainment-software publisher, hurt this game in the marketplace. But **APBA** continues to survive, largely because of its license connection with the venerable **APBA Master Game**, the best-known of the nonelectronic dice-and-cards baseball simulations. Alas, no graphics.

Radio Baseball (Electronic Arts)

Short-lived, no-graphics stat simulation that offered, instead, detailed play-by-play.

Full Count Baseball (Lance Haffner)

Solid stat contest from lone wolf sports simulation maven Haffner. Lack of graphics hurts.

Strat-O-Matic Baseball (Strat-O-Matic)

Must be played in conjunction with Strat-O-Matic player cards: so it's a hybrid computer/board game simulation.

Major League Manager (UBX)

Similar to **APBA** and **Full Count Baseball**, this text-only simulation is strictly bush-league.

Pro Baseball Manager (Avalon-Hill)

This is basically an updated version of **Statis Pro Baseball** for the IBM. Still no graphics.

—B.K.

THE CULTURE BRAIN WORLD

CULTURE BRAIN CHAMPIONS TOURNAMENT

If both of you are confident of
your skills, come together and be the champions
of the U. S.!

Prizes total
\$30,000.00
A pair of winners
can receive
\$10,000.00

2 BIG
CAMPAIGNS
FOR YOU.

BIG CAMPAIGN PART II

Kung Fu Heroes Nationwide tournament.
Achieve the highest score with 2 players and send the
screenshot of your score to Culture Brain. The top 8
teams in the U.S. will be invited for the final tournament
in Los Angeles. Please look for ads in newspapers and
magazines for more details. Details are also available
on posters displayed at participating stores.

- Prizes and tournament location are subject to change
without notice.

BIG CAMPAIGN PART I

Step 1 The Give Aways

All participating retail stores will be
distributing a special made Kung
Fu Heroes boardgame and origi-
nal button. The give aways are
limited in quantity.

Step 2 Win prizes

Answer the quiz on the boardgame
and enter for a drawing that could
win you great prizes!

THE DREAMING PROJECT

*We have eternally dedicated
ourselves to making every
dreams come true.*



Nintendo

ENTERTAINMENT SYSTEM
NINTENDO AND Nintendo ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

CULTURE BRAIN™
CIRCLE #112 ON READER SERVICE CARD

CULTURE BRAIN™ and KUNG FU HEROES™ are trademarks
of CULTURE BRAIN USA INC.
TM and © 1988 CULTURE BRAIN USA INC.
All rights reserved

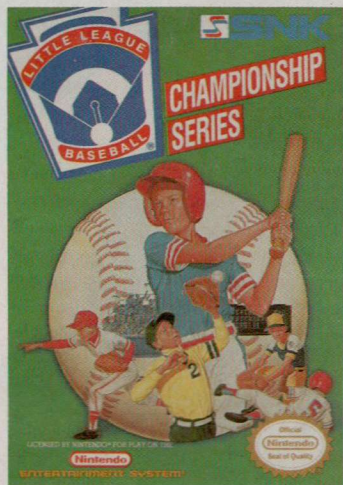
SNK: Serving the Game Players of the World since 1973

SNK COMES OUT WITH 4 NEW GAMES!

Little League Baseball: Championship Series

LITTLE LEAGUE BASEBALL! It's the game every kid in America loves to play ... And now you can experience the fun and excitement of Little League Baseball at any time of the year, rain or shine, day or night — right in your own living room!

Create your own winning team of players with batting, fielding, pitching, and running characteristics you can tailor to your own specifications. Then challenge a friend or the computer to a world-wide Championship Series tournament.

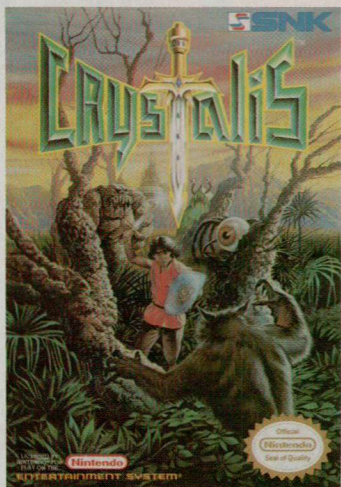


You are in full control of your players: Jump or dive for a tricky catch ... Choose a full swing or a bunt for your batter ... Shift fielders at will ... Send in a pinch hitter or runner ... Select a fast ball, slow ball, or curve ball for your pitcher ... Steal a base if you dare ... Or you might even try a squeeze play!

Little League Baseball has been an American institution for 50 years — and you can be a part of it. If you're a Little League fan or a Little League player — or if you ever wanted to be — here's your chance to go for the glory!

Crystalis

WHEN the Great War brought civilization as we know it to an end, it ushered in a new era of sorcery and magic. The magicians used their magic to keep peace for a hundred years ... Until an evil magician named Draygon began to use his powers for conquest.



To combat Draygon, the other magicians constructed four swords of wind, fire, water, and thunder. Used together, they would transform into the mightiest weapon ever created: Crystalis. But Draygon seized the weapons and scattered them far and wide.

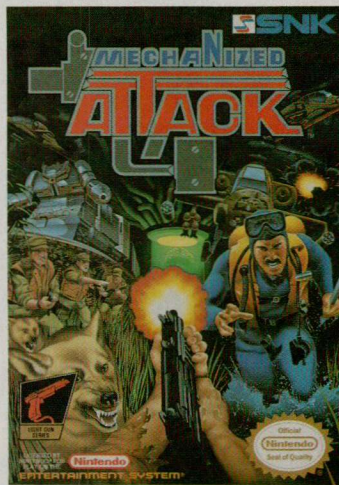
Only one hope remained: A young lad, himself a great magician, who had been imprisoned and frozen during the Great War. The magicians pooled all of their powers in an attempt to revive him. When the boy awoke, they had vanished, leaving him to find his destiny in this strange new world.

In CRYSTALIS, you play the role of the young magician, making your way through Draygon's hostile land in an effort to locate the weapons you will need to defeat him. Draygon's monsters and black magic will threaten you at every turn; but you must not falter — only you can deliver the world from his scourge of evil!

Mechanized Attack

AT FIRST, it looked like just another revolution. But reports have come in that the rebel forces are backed by an unusual array of high-tech weaponry — and that the rebel soldiers may actually be a fearsome new breed of fighting robots! If this revolution succeeds, the safety of the entire world may be threatened ... And that's where you come in.

You must attempt to infiltrate the island base of the rebel forces. But before you even reach the shore, you'll have to contend with enemy gunboats, frogmen, choppers, and destroyers. The island itself is patrolled by enemy soldiers armed with machine guns, daggers and grenades; vicious attack dogs; and lethal airborne probes, programmed to destroy intruders on sight. And if you reach the rebel headquarters, you will face the most terrifying threat of all — only no one has made it back to reveal its nature.

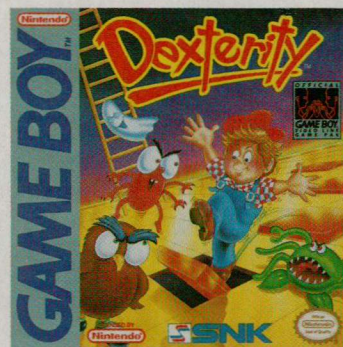


Many unknown dangers lie in wait, but you'll be equipped with a complete arsenal — an assault gun, rocket launcher and grenades — to provide you with a fully mechanized system of attack. You haven't got a minute to waste — it's time to launch your MECHANIZED ATTACK!

Dexterity

DEXTER DOLITTLE has an amazing imagination! He can imagine himself to be anywhere he would like — including his many magic puzzle rooms.

Guide Dexter on his merry way as he jumps from tile to tile, flipping them over — while he dodges, blocks, and captures captivating characters of all shapes and sizes. Some of his magic puzzle friends can be changed into fabulous fruits. Find the hourglass, hammer, and magic heart to gain bonus points and extra imaginary rooms. But watch out for the scary skull, which can stop Dexter short before he finds the delectably delicious ice cream worth 5000 points!



You won't find more fun and fantastic haphazards in any other Game Boy cartridge as you will in these 30 nimble-fingered, fast-paced rounds of Dexter's dubious imagination.

So find the magical key to unlock the door to not only Dexter's, but your own wonderful imagination!



SNK Corporation of America
246 Sobrante Way
Sunnyvale, California 94086

© 1990 SNK Corp. of America. Nintendo, Nintendo Entertainment System, and Game Boy are trademarks of Nintendo of America Inc.

Play the Game Your Way.

Only Baseball Simulator 1.000 lets you play ball any way you want it. It's fully programmable baseball unlike any other game.

Complete Editing

Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own.

Intense and Realistic Action

Make a team of quick runners for a fast-paced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.

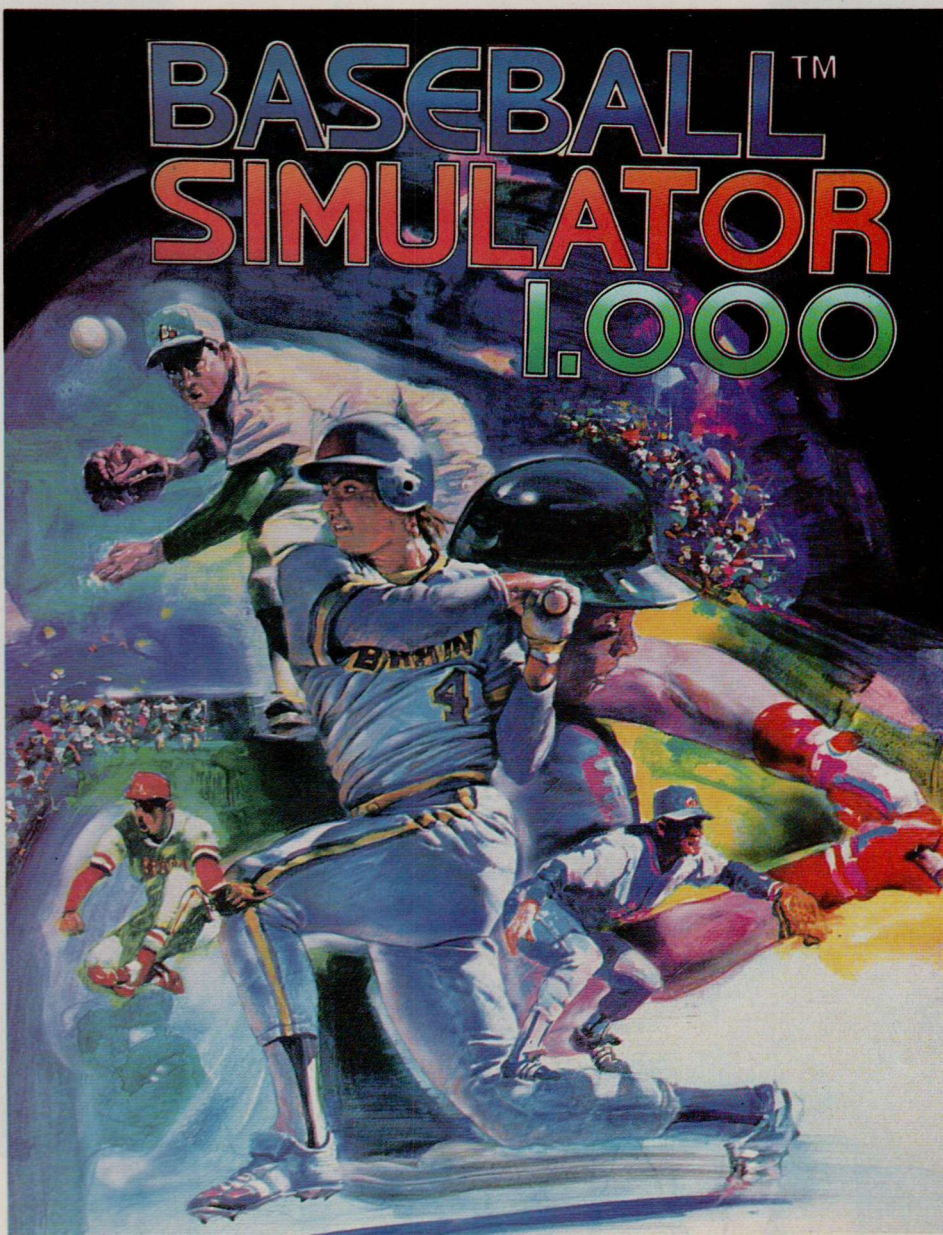
Televised Season Simulation

With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!

Nintendo LICENSED BY NINTENDO® FOR PLAY ON THE ENTERTAINMENT SYSTEM®
NINTENDO® AND Nintendo ENTERTAINMENT SYSTEM® ARE TRADE MARKS OF NINTENDO OF AMERICA INC.



Coming in March!



1 **SWEPTOPS**

BA	NAME	BA	AV	HR	RET
1	ANDERSON	1	1.000	1	1.000
2	BIGGS	2	1.000	2	2.000
3	CLARK	3	1.000	3	3.000
4	DODGE	4	1.000	4	4.000
5	EVANS	5	1.000	5	5.000
6	FISHER	6	1.000	6	6.000
7	GARCIA	7	1.000	7	7.000
8	HARRIS	8	1.000	8	8.000
9	JACKSON	9	1.000	9	9.000
10	KELLY	10	1.000	10	10.000
11	LEWIS	11	1.000	11	11.000
12	MURPHY	12	1.000	12	12.000

2 **ULTRA PLAY**

G	M	L	PCT	GB
1	3	4	1.000	0.0
2	3	4	1.000	0.0
3	3	3	2.000	1.0
4	3	3	2.000	1.0
5	3	1	4.000	3.0
6	3	0	3.000	4.0



1 FULL EDITING FOR UP TO SIX TEAMS.

Play ball with your favorite major league stars, heroes from the past, fantasy leagues-even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

2 A COMPLETE, SIX-TEAM, 165-GAME PENNANT RACE.

Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season-monitor their stats, even get top-10 rankings in batting and pitching.

3 FULLY AUTOMATIC SIMULATION.

Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation game.

4 THE HILARIOUS FEATURES OF ULTRA PLAY.

Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Fight back with hits that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!

CULTURE BRAIN™

Culture Brain U.S.A., Inc.
15315 N.E. 90th Redmond WA 98052
Culture Brain™ and Baseball Simulator 1.000™ are trademarks of Culture Brain U.S.A., Inc.
TM and © 1989 Culture Brain U.S.A., Inc.
All rights reserved.



EVERYTHING ELSE

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because you don't just guide the action. You're in control.

As soon as you put on the Power Glove, its sensors track the position of your hand in space. You enter the program to calibrate the glove. Center it. Mimic the mechanical moves of a joystick give way to free-flowing, instant response.

Tyson. Grab the steering wheel of Rad Racer.* All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than





IS CHILD'S PLAY.

you ever could with a joystick. With new moves at your disposal, the Power Glove makes your joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred

in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.



POWER GLOVE™

Licensed by Nintendo for play on the

Look for the Power Glove in the movie

Double Dragon: © 1988 Technos Corporation. © 1989 Mattel, Inc. All Rights Reserved.CIRCLE #145 ON READER SERVICE CARD.

player simultaneous game, which is highlighted by the fact that you can hit the other player's ball. That means you are playing cooperatively rather than competitively. Second, you'll notice that as you control your bat around the screen, it's not just going left to right, horizontally, but in a big circle around the playfield. Not only does this require you to concentrate on lining up your shots more precisely, but it also means you have almost four times the playing area to cover, so there's less time to set up for your next shot.

Like all good challenges, *Ballarena* has both obstacles to overcome and bonus items that give you an incentive to play risky. It forces you to choose between going for the ball or the bonus item. The obstacles come in various shapes and forms such as yellow, three-dimensional triangles that block the path of the ball or the gray spheres that catch the ball and hurl it in some random direction. Bonus items, similar to *Arkanoid*, include bat enhancements as well as extra point icons. The weapon power-ups, round icons that usually have a small picture demonstrating what it will do, appear in the center of the screen and move in a spiral motion toward the edge of the screen. To use that item, you'll have to circle the playfield and catch the item as it's about to exit the screen. Weapon power-ups include a multi-ball feature, a double bat, laser fire and more. Extra-point icons, gray cylinders with a blue point value on them, work much the same way. The values range from 10 to 800 points.

There are, however, some bonus items that you may want to avoid. These include such items as the reverse power-up, which causes the controls to work in reverse; turning the knob left will now make the bat move right. There's also a power-up that will make the ball smaller and some surprises that you'll find out about on your own. Finally, I can't forget about the negative-point icon, a gray cylinder with a red number on it. When you pick one up, it will subtract

Continued on page 123

VIDEO REPLAY INC. PAYS THE HIGHEST PRICES!



FOR YOUR USED...

Nintendo

TURBO GRAFX TM 16

GENESIS [®]

GAME BOY TM
GAME CARTRIDGES

WE SELL VIDEO GAMES

**JOIN VIDEO REPLAY'S
VIDEO CLUB**
"YOU RECEIVE..."

- BULLETINS for SPECIAL DISCOUNTS
- OUR MEMBERSHIP CARD & MORE

Send us \$5 and this
COUPON NOW...

Name _____

Address _____

City _____ Zip _____

VG-7

VIDEO REPLAY INC.

97 SHERWOOD AVENUE
FARMINGDALE, NY 11735

CIRCLE #146 ON READER SERVICE CARD.

- Nintendo
- Genesis
- Tips
- Passwords
- Hints
- Techniques
- Turbografx - 16

TIP MASTER (B) (A)

Master the Power

over all your favorite video games with the MASTER'S BOOKLET including Super Mario Bros. 3 for only \$6.95! Booklet also includes detailed maps and much more!

Tip Master

24307 Magic Mountain Parkway,
Suite 322
Valencia, California 91355

(CA res. add 40¢ sales tax)

CIRCLE #148 ON READER SERVICE CARD.

SUPREMACY

★★★★★

Crisis in the Far East

In the dimly lit Situation Room, Charles stands alone. Intelligence reports confirm the worst. The Chinese army has captured the Soviet port of Vladivostok. Moscow wants help now!

Charles glances at the map, his heart pounding. If he sends troops, will the Chinese pull back...or escalate to a nuclear strike?

Live on the edge like Charles. Play *Supremacy* - the world conquest board game fought in the nuclear age.

FREE COLOR CATALOG OF GAMES
Call Toll Free 1-800-333-0589

24 hours / 7 days

At better game stores worldwide.



CIRCLE #147 ON READER SERVICE CARD.


CELEBRATE OUR 1st ANNIVERSARY! This month only take 10% off any game or accessory in stock or \$10.00 off any Genesis, Turbografx, Lynx, Nintendo, Atari or Gameboy System until 7-31-90

THE ULTIMATE GAME CLUB

Next Time CALL US FIRST & don't make mistakes ever again.
And since we ship overnight & match any price, why bother going anywhere else!
CALL 1-800-TOY-CLUB & Order NOW!

Here's Just Some of the Benefits: For a complete listing of Games, Systems & Accessories CALL 1-203-388-6366

- We stock all the games the stores have & all the games they don't
- We'll match any advertised price on any items they have in stock
- We Buy used games for cash or credit & Sell used games at discount prices.
- We ship all orders in stock within 24 hours overnight 
- at the lowest prices anywhere!
- We have a Toll Free # 1-800-TOY-CLUB to place orders!
- We offer specials, discounts, contests & prizes + a subscription to our Newsletter featuring tips, secrets, strategies & more you'll find no where else.

- Preorder any game available over 30 days prior to release and get \$5 off. This way you are guaranteed getting it before it sells out!
- Buy any 12 New Games over any period of time & get a free game of your choice. Just save your receipts & when you get 12 saved up, send them to us in the mail & pick out your free game.
- We now accept personal checks & company checks with  Telecheck. This means your order will go out fast. No waiting for your check to clear the bank. Instant approval thru Telecheck.
- We also offer discounts on our large orders respective to the size of the order!

Here's Just Some of the GAMES! Call us for Old, New, or Used Games you DON'T See in this ad

SEGA GENESIS 16 BIT ENTERTAINMENT SYSTEM

TITLE	WE SELL USED	WE SELL NEW
Genesis System	159.99	189.99
Genesis Power Base Converter	29.99	39.99
(allows you to play regular Sega games on Genesis)		
Genesis Control Pad	14.99	19.99
Genesis Headphone Set	NO	14.99
Genesis Power Stick (MAY)	34.99	44.99
Beeshu Genesis Striker	22.99	29.99
Beeshu Genesis Gizmo	44.99	59.99

GENESIS GAME CARTRIDGES

Alex Kidd	39.99	44.99
Airdiver	44.99	49.99
Crackdown	44.99	54.99
E-Swat (SEPT)	44.99	54.99
Forgotten World	49.99	55.99
Ghostbusters (JULY)	44.99	54.99
Ghosts N' Ghosts	49.99	55.99
Golden Axe	45.99	59.99
Golf	46.99	51.99
Herzog Zwei (APRIL)	39.99	49.99
Insector X (MAY)	45.99	55.99
Ka-We-Ki (MAY)	49.99	57.99
Last Battle	45.99	59.99
Michael Jacksons Moonwalker	44.99	54.99
Mystic Defender	49.99	55.99
Phantasy Star 2 (MARCH)	69.99	79.99
Rambo III	45.99	49.99
Revenge of the Shinobi	54.99	59.99
Show B: The Warehouse Game	34.99	44.99
Soccer	35.99	39.99
Space Harrier II	45.99	49.99
Super Basketball (JULY)	44.99	49.99
Super Hang On	45.99	49.99
Super Hydride	54.99	59.99
Super Monaco GP (SEPT)	44.99	54.99
Super Thunder Blade	44.99	49.99
Target Earth (MAY)	45.99	55.99
Thunder Force II	49.99	55.99
Tommy Lasorda Baseball	54.99	59.99
Truxton	44.99	49.99
Zoom	39.99	44.99

NEW GENESIS GAMES TBA

Curse • Hard • Dvinn • Paperboy • Roadblasters
Skull & Crossbones • Phoenix • Thunder Force 3
Super Hydride • Atomic Robo Kid • Abrams Battle Tank
G88 Attack • Sup • F-15 Strike Eagle • Ver-
te • Telegenesis (SEPT) • Cyberball (JULY) • Touge
of the Fatman (JUNE) • Spiderman • Dick Tracy • Mickey Mouse

NEW SEGA GAMES

Assault City-Light Phaser Game	24.99	34.99
Basketball Nightmire	24.99	34.99
Dead End	24.99	34.99
Dynamite Dux	24.99	34.99
Golden Axe	29.99	39.99
Gotta Mania	29.99	39.99
Psycho Fox	24.99	34.99
Scramble Spirits	24.99	34.99
Shinobi Kid	TBA	TBA
Slap Shoot	24.99	34.99
Tennis Ace	24.99	34.99
Ultima 4	39.99	49.99

Call for 100's more used & new Sega games

ATARI GAMES

Call for prices and availability on Atari 2600, 7800 & XE games or get our free price list catalog.

ATARI LYNX PORTABLE ENTERTAINMENT SYSTEM

Call For Price

TITLE	WE SELL USED	WE SELL NEW
Blue Lightning	29.99	39.99
Chase Challenge	29.99	39.99
Electrotop	29.99	39.99
Gauntlett	29.99	39.99
Gates of Zandocan	29.99	39.99
Rampage	29.99	39.99

GAMEBOY

NES Gameboy	99.99
Gameboy Carrying Case Soft	12.99
Gameboy Rechargeable Battery Pack	32.99
Gameboy HyDry Hard Pkase Case	9.99

GENESIS 16 BIT ENTERTAINMENT SYSTEM

Gameboy Carry All	12.99
Doc's Deluxe Carry Case	14.99
Dynasound Nylon Carry Case	17.99
Dynasound Hard Carry Case	9.99
Alleyway	24.99
Baseball	24.99
Bases Loaded	27.99
Boxer	24.99
Boomers Adventure	29.99
Bugs Bunny's Crazy Castle	24.99
Castle Vania	29.99
Daedalian Opus (JULY)	27.99
Fipul	24.99
Fortress of Fear (Wiz. & War. X)	24.99
Heart Attack (MAY)	TBA
Heiankyo Alien	24.99
Hyper Lode Runner	24.99
Tennis The War of Stones (OCT)	25.99
Kwirk	24.99
Motocross Maniacs	24.99
Penguin Wars (JUNE)	24.99
Revenge of the Gater	24.99
Shanghai	24.99
Space Invaders(JULY)	24.99
Super Mario Land	24.99
Fun House	24.99
Wheel of Fortune	29.99
WWF Superstars	24.99
World Bowling	24.99
Wheel of Fortune	34.99

TURBO GRAFX 16

Beeshu Ultimate Supertick	34.99	44.99
Zoomer Steering Wheel	39.99	49.99
Turbo Grafx System	139.99	159.99
Turbo Tap	15.00	19.99
Turbo Cable	8.99	8.99
Turbo Pad	15.00	19.99
Turbo Stick	34.99	39.99
CD-ROM	339.99	399.99
Alien Crush	34.99	44.99
Blazing Lazers	49.99	59.99
Bonk's Adventure (APRIL)	49.99	59.99
China Warrior	36.99	42.99
Crater Maze (MARCH)	34.99	39.99
Cybercore (MAY)	49.99	59.99
Deep Blue (MARCH)	34.99	44.99
Dragon Spirit	42.99	49.99
Dungeon Explorer	49.99	59.99
Dinosaurs (MAY)-CD	48.99	54.99
Galaga 90	39.99	44.99
Final Lap Twin	49.99	59.99
Fighting Street-CD game	46.99	54.99
Fantasy Zone	36.99	42.99
J & Jeff (MARCH)	34.99	44.99
Legendary Axe	39.99	44.99
Microbox (MAY)	34.99	42.99
Military Madness	49.99	59.99
Monster Lair-CD game	46.99	54.99
Moto Rider	42.99	49.99
Power Golf (APRIL)	49.99	59.99
Pacland	42.99	49.99
Power Golf	49.99	59.99
Ornyne	59.99	69.99
R-Type	59.99	69.99
Side Arms	39.99	44.99
Shanghai (MAY)	34.99	42.99
Space Harrier	59.99	69.99
Takin' It To The Hoop	34.99	44.99
Vigilante	49.99	59.99
Victory Run	34.99	42.99
World Class Baseball	39.99	44.99
World Court Tennis	39.99	44.99
Y's-CD game	46.99	54.99

NEW NINTENDO GAMES

8 Eyes	49.99
A Boy and His Blob	49.99
Remo Control	49.99
Adven. in Magic Kingdom	49.99
AI Unser's Racing	49.99
All Pro Basketball	44.99
Archon	49.99
Arkistars Ring (JUNE)	42.99
Ashtanax	44.99
Back to the Future 2	44.99
Bad News Baseball	49.99
Baseball Simulator 1000	49.99
Bases Loaded 2	49.99
Bashi Bazook	45.99
Battle Chess (JUNE)	49.99
Batman	49.99
Battle of the Olympus	49.99
Blipfoot	47.99
Blind Fighter	42.99
Bug Buster	44.99
Bugs Bunny's 8 Day Blowout (JULY)	TBA

Cabal (JUNE)	44.99
Chase H.Q.	44.99
Circus Capers	44.99
Code Name Viper	49.99
Condit	49.99
Cosmic Explosion	54.99
Crystals	39.99
Dash Galaxy	59.99
Double Dragon 2	49.99
Demon Sword	39.99
Destination Earth Star	39.99
Double Dare	44.99
Dungeon Magic	49.99
Dragon Spirit	49.99
Escape from Atlantis	44.99
Fantasy Zone	39.99
Faria (OCT)	49.99
Final Fantasy (AUG)	49.99
Fun House	44.99
Gilligans Island	39.99
Galactic Fighter	49.99
Golgo 2	44.99
Ghosts 2	44.99
Grid Grabber	44.99
Hatris (DEC)	49.99
Heavy Barrel	49.99
Hel Raiser (Super Cart.)	55.99
Home Sweet Home	44.99
Hunt for Red October	49.99
Image Fight	49.99
Indiana Jones & Last Crusade	49.99
Infiltrator	49.99
Isolated Warrior	49.99
Jack Nicklaus Golf	49.99
Jack & the Beanstalk	49.99
Jeopardy! 25th Anniv.	49.99
Journey to Silius	49.99
Kicke Cubicle (JULY)	49.99
Kid Kool	34.99
Little League Baseball	42.99
Lunar Pool	44.99
Mafat Conspiracy	49.99
Magic of Scheherazade	49.99
Mag. Johnson's Fast Break	49.99
Maniac Mansion	49.99
Mario Andretti GP (JUNE)	42.99
Master Chu & Drunkard Hu	49.99
Mechanized Attack	44.99
Metal Fighter	49.99
Mission Impossible	49.99
Ms. Pacman	49.99
Muppet Adventure	49.99
NARC	49.99
NES Play Action Football	49.99
Ninja Golden 2 (JUNE)	49.99
ORB-IT	49.99
Phantom Fighter	49.99
Police Academy-The Game	44.99
Pictionary	42.99
Pinball Quest	44.99
Pipedream (AUG)	44.99
Princess Tomato (SEPT)	44.99
The Punisher	44.99
Puss 'N Boots	44.99
RBI Baseball 2	44.99
Rock N Ball	44.99
Rescue - Embassy Mission	44.99
Pinball Quest	44.99
Pipe Dream	44.99
Pradix	44.99
Raid Racer 2 (JUNE)	44.99
Rescue Rangers (JUNE)	49.99
Road Blasters	49.99
Robin Hood	44.99
Roboemblem	44.99
Rocket Ranger	49.99
Rollerball	45.99
Robocop	49.99
Shadowgate	54.99
Shingen (SEPT)	49.99
Silent Assault	49.99
Silkworm	49.99
Snakes Revenge	44.99
Snoopy	49.99
Solstice (JUNE)	46.99
Starship Hector (AUG)	49.99
Star Troop	49.99
Super Cart	49.99
Super Mario Bros. 3	59.99

Super Spike V-Ball	49.99
Super Spy Hunter	49.99
Target Renegade	49.99
Taro's Quest	49.99
Terra Cresta	39.99
Time Lord (SEPT)	44.99
Top Gun 2	49.99
Top Players Tennis	44.99
Total Recall (JUNE)	47.99
Twin Cobra	49.99
Vegas Dream	49.99
War in Middle Earth	44.99
Webworld	44.99
Wheel of Fortune Fam. Ed.	49.99
Wizardry	49.99
World Champ. Wrestling	49.99
Wrath of Black Manta	49.99
Wurm	49.99
Xenox	39.99
Zaxxon	39.99

SPECIALS THIS MONTH

Buy any 4 get a free membership

8 Eyes	39.99
Adven. of Bayou Billy	39.99
Adventures of Dino Riki	39.99
Air Fortress	39.99
Adventures of Lolo 1&2	39.99
Back to the Future	34.99
Bad Dudes	44.99
Baseball Stars	44.99
Bases Loaded	24.99
Black Bass	49.99
Blaster Master	29.99
Bugs Bunny	39.99
Bubble Bobble	37.99
Bump N Jump	29.99
Burnt Fighter	37.99
Casino Kid	37.99
Championship Bowling	39.99
Chessmaster	44.99
Cyberball	39.99
Crystal Mines	44.99
Dr. Chaos	39.99
Defenders 2	29.99
Demon Sword	39.99
Destination Earth Star	29.99
Dig Dug 2	39.99
Duck Tales	39.99
Feetless Quest	29.99
Flying Dragon	44.99
Friday the 13th	29.99
Galaga	29.99
Gauntlet	29.99
Genghis Kahn	59.99
Goal	39.99
Godzilla	39.99
Hoops	39.99
Hydrid	39.99
Infiltrator	44.99
Joust	24.99
Magic of Scheherazade	44.99
Metal Fighter	44.99
Kings Knight	29.99
Knight Rider	49.99
Millipede	32.99
Operation Wolf	39.99
Pacman	26.99

GET A FREE MEMBERSHIP

If you buy:

1. Any Turbografx System, CD Player or purchase over \$50.
2. Any Sega 8 bit game purchase over \$50.
3. Any Atari Lynx or game purchase over \$50.
4. Any of the games below.

Afterburner	54.99	Rolling Thunder	49.99
Xybots	49.99	Road Runner	49.99
Indiana Jones	44.99	Alien Syndrome	49.99
Pacman	39.99	Vindicators	49.99
Toobin	44.99	Shinobi	49.99
5. The U-Force			69.99
6. The Power Glove			79.99

U.S. Postage for 1st game is \$5.00 UPS & \$7.50 Fed. Ex. Add \$50¢ for each additional game. Call for rates for Alaska/Hawaii & out of the U.S. & any accessories bigger than a game.

Kids-Please! - Only call us if you wish to order or have an adult with you. Our phone lines are always busy because of the 1000's of questions we get. The people that want to order can't get through because of that. So please restrict the amount of calls you make. Soon we will be installing a hint line with 1000's of tips and updates on new games -but until then please try to restrict the amount of calls you make. Thank you!

Yes, I want to join The Ultimate Game Club.

Enclosed is my money for: ☐ \$10 for 1 year or ☐ \$25 for 3 years

☐ Just send a free catalog for now

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

☐ MC/VISA ☐ Exp. _____

WARNING: You must be 18 years or older to use a credit card. Any use of a credit card by anyone but the authorized card holder will not be allowed to purchase product and under the Federal Government Law Act 18 USC 1029 will be subject to punishment of up to \$100,000.00 fine and 20 years imprisonment or both. All our phone lines are traceable through our carrier so we can determine the origin of the call instantaneously.

☐ CHECK ☐ MONEY ORDER TELEPHONE: _____

We do not accept C.O.D. orders. All orders in stock shipped within 48 hours. Call for postage rates on orders for accessories & large orders. Discounts available on large orders. We do not accept used Atari games anymore. For Nintendo and Sega Games we deduct \$2.00 for missing instructions, \$1.00 for missing box or slip case, \$2.50 for missing controller or 3D glasses & \$3.50 per game if we return a game back to you. All C.O.D. orders must pay 9% sales tax. Any refunds or exchanges are subject to a 5% handling charge or \$3.50 whichever is greater. We reserve the right to change policies, prices or specials at any time without prior notice. No refunds, credits or exchanges without prior authorization. All new defective merchandise is warranted by manufacturer only. All used games guaranteed for 30 days from ship date. All used and defective games can only be exchanged for same game. We make no guarantees for product performance. Once your order is placed it cannot be changed without authorization. Toll free lines are for orders only. Any other inquiries must call 1-203-388-6366! All games you wish to reserve must be paid in advance. You must be a member to buy and sell games at the club prices, or else

SECRET OF THE SILVER BLADES

The stunning sequel to
POOL OF RADIANCE and
CURSE OF THE AZURE BONDS!

Advanced
Dungeons & Dragons®
COMPUTER PRODUCT

FORGOTTEN REALMS™

FROZEN TERROR AWAKES!

The frigid valleys of the Dragonspine Mountains echo with the desperate plea of terrified miners: "Heroes of the Forgotten Realms, save us from evil!"

Unwittingly digging in unhallowed ground, they have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft — and threaten to escape into the world above!

You and your heroes must find the way to contain this scourge. All hope depends upon your ability to unravel the age-old mysteries surrounding this evil infestation.

SECRET OF THE SILVER BLADES improves on the award-winning game system used in POOL OF RADIANCE and CURSE OF THE AZURE BONDS. Continue your exciting saga in the FORGOTTEN REALMS™ game world —

transfer your characters from CURSE OF THE AZURE BONDS. Or create all-new characters. Either way, explore the largest 3-D adventuring expanse ever in an AD&D® computer game. Battle monsters you've never before encountered. Use higher character levels, and invoke new, wondrous spells.

All this *plus* spectacular graphics add up to unequalled excitement in AD&D® computer fantasy role-playing!

To order: visit your retailer or call 1-800-245-4525 to charge on VISA or MasterCard.

To receive SSI's complete product catalog, send \$1.00 to: SSI.

675 Almaror Ave.,
Suite 201
Sunnyvale, CA
94086.

Available
for:
IBM
C-64/128

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1990 TSR, Inc. ©1990 Strategic Simulations, Inc. All rights reserved.



STRATEGIC SIMULATIONS, INC.®

anywhere from 10 to 800 points from your overall score.

(We're not sure if the old *Alpine Ski* trick will work on this game. For those of you not familiar with the trick, instead of going around the different flag poles you would run into them, and points would be taken off your score. If you did it right, you could max out the score by backing the counter up from zero to 999,000 by the second round. Our guess is that it would take a lot of work and patience to do the same trick on *Ballarena*.)

Graphically, *Ballarena* is excellent. There's a good use of color that really complements the patterns well. And speaking of patterns, the layouts are amazing—the person who came up with them is to be commended. Unfortunately, the sound is not as fabulous. The ping-pong paddle sound when the ball hits the bat is nice, and I liked the Max Headroom-soundlike voice that sang along with the music, but other than that there wasn't much sound to speak of in *Ballarena*. The challenge stage and working the bat in a circle reminded me of a cross between *Arkanoid* and *Gyruss*. Fistence was able to make the combination work, and the overall game is very playable (provided you can stay away from some of the bonus items).

Ballarena was a big success in Europe, and for good reason—its a very good game. However, if it's not a hit in the States it will be because of two things. First, I think American game players may be over the *Arkanoid* craze, and had *Ballarena* been released a year ago, it would have done well. Secondly, *Ballarena* looks more like a computer game than an arcade game. It almost stands up and yells, "Hi, I'm really an Amiga game in a coin-op cabinet." In Europe that might be fine but in America, when someone goes to an arcade, they want a game that looks like an arcade game. Even the ads for home video-game systems refer to them as having arcade-quality graphics. Nevertheless, don't cheat yourself out of the opportunity to play this game. ♀

We would like to thank all of you who wrote in and told us how much you liked *Destination Arcadia*. Due to the overwhelming response, we have decided to increase the number of games we review in this section. This month the games may all have a familiar theme, but each has been given a new life. If you have any questions or comments, don't hesitate to call or write. Send all letters to

VG&CE
9171 Wilshire Blvd.
Suite 300
Beverly Hills, CA 90210

Editor's Note: At press time, *Ballarena* was in the final stages of completion; some character names and the storyline had not yet been determined.

CLIP THIS COUPON TODAY!

Send to: U.S.A. Game Exchange®
 1201 Hwy 377, Granbury, Texas 76048

Please accept my trial membership in U.S.A. Game Exchange and send me the Nintendo® game(s) I have requested in exchange for the game(s) I am enclosing under the terms outlined in this advertisement.

I am Sending	I Want (PRINT)
1. _____	A _____ or B _____
2. _____	A _____ or B _____
3. _____	A _____ or B _____
4. _____	A _____ or B _____
5. _____	A _____ or B _____

★ Listing fee @ \$10.00 per game

★ Shipping & Handling charge

★ Missing items @ \$2.00 ea.

★ Sales tax @ 8% (Texas only)

I am enclosing full payment \$ _____

by ☐ check ☐ money order ☐ credit card

card number _____ exp. date _____

First name _____ Last name (PLEASE PRINT) _____

Address _____

City _____ State _____ Zip _____

() _____
 telephone _____

Signature _____

VG 12

U.S.A.G.E.® "THE Game Exchange."

EXCHANGE

Your Used

Nintendo®

Game Paks

\$10.00

Satisfaction Guaranteed

NOW! You can find games you could never have found before and trade for them. Any NINTENDO® game player, in the U.S.A. and Canada, can trade with you thru U.S.A.G.E.®

Tell U.S.A.G.E.® the games you want to trade and U.S.A.G.E.® will find the players to trade with. The more games you trade the more games for all players to choose from, in every state in the U.S.A. and Canada.

Trade as many games as you like, as often as you like (without restriction by original cost) and when you're ready, trade again.

You can enjoy the maximum game usage* for the minimum cost thru U.S.A.G.E.® No membership to buy.

Try it! You'll like it!

"Your Satisfaction is Our Service" and "We (money back) guarantee it!"

HOW to trade, in 3 easy steps.

(1) Write your name and address on paper. (2) List the manufacturer's title of NINTENDO® games you are sending for trade and your first and second choice of NINTENDO® games you want in return. (3) Seal games and letter and payment in a secure package and send, insured, to:

U.S.A. Game Exchange®
1201 Hwy 377, Granbury, Texas 76048

Terms: With each NINTENDO® game sent for trade, a listing fee of \$10.00 must be remitted. For each missing case, booklet(or map), add \$2.00. Shipping and handling, 48 states, up to 5 games, add \$5.00, in Canada, Hawaii, etc. add \$15.00. Payment accepted: U.S.P.O. money order, credit cards



Personal checks allow 3 weeks to mature. Damaged or defective games not accepted for trade. All games inspected and tested when received.

Texas residents add 8% sales tax

U.S.A.
EXCHANGE
GAME

24 Hrs. Information (817) 573-S-A-V-E

COMPUTER

GAME REVIEWS

Battle Squadron

INNERPRISE

Version: Amiga (\$39.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Those blast-happy baddies from the Barrax Empire, last encountered in *Hybris* (Discovery Software for the Amiga), are back. They've captured the hero and heroine of the first episode, and Instel's Galax Lunar Headquarters has placed Battle Group V on full-alert status.

As the Commander of Battle Group V, you must assault Barrax Empire forces on the planet Terrainia and rescue Commanders Berry Mayers and Lori Bergin. The planet's surface is covered with defensive installations, and waves of flying attackers fill the screen. The Barrax Empire has even honeycombed the planet with tunnels replete with death-dealing nasties.

This scrolling shootout upgrades the original game's elements and adds new concepts, like the tunnels, in addition to the horizontal and vertical shooting action. One or two people can play simultaneously, each in control of a powerful fighter ship. The program accumulates each player's score separately, so *Battle Squadron* can be enjoyed cooperatively or competitively. This sci-fi shoot-'em-up features three control modes—joystick, mouse and keyboard—so there's never a traffic jam when two excited participants try to enter their orders at the same time.

Although the user can customize some parameters prior to the onset of play, *Battle Squadron* is a tough challenge at any setting. It's unfortunate that there isn't a special mode for solitary play in which the computer controls the inactive second vessel. A little extra firepower would be a welcome gift to solo-action aces.

Each fighter has a basic weapon, but survival depends on scavenging more advanced arms during the course of the battle. Eliminating certain targets adds



Innerprises' *Battle Squadron*, a fast-paced, sci-fi shoot-'em-up, puts your gaming abilities on red-alert status.

new munitions or upgrades your existing ones.

The most powerful is the Nova missile, a "smart bomb" that wipes the screen clear of enemies. Each fighter begins with three and can earn more when a four-ship Barrax squadron (a square capsule with an "M" for missile) floats across the screen. If the fighter touches the capsule, the stockpile of Nova missiles increases by one.

Though they're a fairly new name in software publishing, the Innerprise creators have an impressive pedigree. The design/development team is responsible for such outstanding titles as *Hybris*, *Zoom* and *Sword of Sodan*. Their latest is indisputably their best effort to date.

This group prides itself on an ability to put an arcade "feel" into home computer games. Torben Larsen's graphics are incredible. The detailed, colorful artwork and clever animation would be right at home in any quartersnatcher. *Battle Squadron* is the best-looking game published for the Amiga so far this year.

The sound is only slightly less fantastic. The driving beat of the score, written by Ron Klaren and performed by Yvo Zoer, seems to push this blastathon forward at an irresistibly frenetic pace. The sound effects aren't as good, but they are certainly acceptable.

Battle Squadron is a pull-out-all-the-stops, cut-loose game. It packs tremendous excitement and playability for joystick jockeys of average or better ability.

—Arnie Katz

Innerprise
128 Cockeysville Road
Hunt Valley, MD 21030
(301) 785-2266

Keef the Thief

ELECTRONIC ARTS

Versions: Amiga (\$49.95), Apple II GS (\$49.95), IBM PC (\$39.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Can a young thief start from nothing and gain the title Ruler of the World? It

might depend on the world and how many times he's willing to die to achieve that goal.

The player controls the actions of this light-fingered fellow. Young Keef the Thief apprenticed as a warrior, a priest and a magician, so presumably he's capable in battle and at casting spells. However, it seems that little of his occupations' discipline stayed with him. In the beginning, Keef is weaponless, has no spell books and but a pittance in gold coins. Therefore, it is mostly his other, less reputable skills he must rely upon.

World-building in the universe of computer adventuring has reached epic proportions. This includes not just the scope of places to go and people (and other things) to meet, but the complexity of ways to interact with them. It is rarely necessary to learn the language (i.e., the game syntax) any more; this has been replaced by menu or icon selections offered on the screen. Nevertheless, the player must still learn the "ways of the world." And, as with most

In EA's *Keef the Thief*, the player takes the role of Keef, a light-fingered scoundrel who relies on his less reputable skills to get by.



computer adventure games, the way to learn is to just keep on dying till you get it right! *Keef the Thief* attempts to lighten the load by sparking the atmosphere with humor, but after the first few gruesome deaths, the laughter seems tarnished.

At first glance, the ornate graphics make the screen appear dauntingly complex. On second look, there is an organization to it that conforms to a fairly standard layout. A view window occupies the upper left, a text window lies across the bottom, and a dialog box and selection buttons are in the middle tier. Directional guide (a compass in the shape of a sword) and status indicators are scrolled on the upper right.

Once the game gets going, the initial impression of complexity reasserts itself. For instance, the view window has three modes: first comes the standard, you-are-there viewpoint for various locations; second, a combat mode for those all-too-frequent moments when Keef is in the wrong place at the wrong time; and finally, the spellcasting mode, in which Keef is required to select and prepare certain reagents on a mixing cloth. The color-coding of the border around the view window signifies Keef's

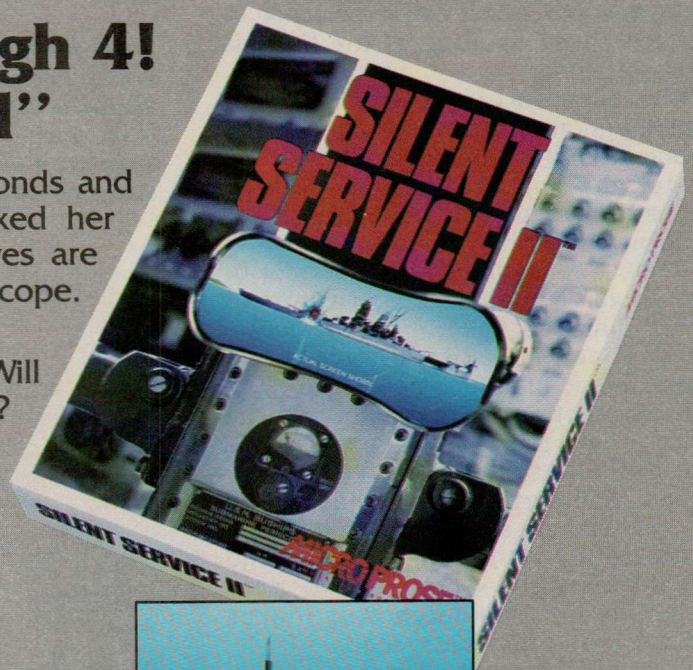
"Flood Tubes 1 through 4! Fire On Command"

Midway Patrol: June, 1944. Ten more seconds and she'll be within firing range. You've stalked her from Midway to the Yellow Sea. Your eyes are riveted on her. Your hand grips the periscope. This is your only chance to sink her.

Your submarine's fate depends on you. Will you survive... or be another WWII casualty?

MICRO PROSE
SIMULATION • SOFTWARE

Can't find *Silent Service II*? Call (301) 771-1151 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa; or mail check or money order for \$59.95 for IBM-PC/Tandy/compatibles version (specify disk size), plus \$3.50 for shipping and handling. \$5.00 for international order. U.S. funds only. MD residents add 5% sales tax. ©1990 MicroProse Software, Inc. Mail orders to: MicroProse Software, 180 Lakefront Drive, Hunt Valley, MD 21030.



**The long-awaited update of the classic game that won
Simulation of the Year honors around the world in 1986.**

status, especially during combat scenes.

Combat introduces a whole new procedure and a multitude of signals to be learned, while guards and other monsters are busy trying take Keef out. The image narrows to a tiny strip representing a 90-degree view. The digital display is supplemented by a map showing Keef's position in relation to his attackers, his current hit points and his readiness to attack. A compass-like device indicates which way he's facing,

Keef starts with only his bare hands, which are essentially useless against most attackers, so weapons and armor have to be purchased or pinched. The opportunity to bolt exists, assuming Keef didn't pick the fight, but it's not very reliable.

Spells must be prepared ahead of time, according to recipes in spell books learned along the way. Preparation requires reagents picked up at the local apothecary, mixed in the proper magic circle. Sometimes they don't blend properly, but when they do, and if Keef has the points to cast them, they are effective against enemies or for protection. If misused, Keef can be hurt and lose any magic points he's built up.

Keef can also acquire an extensive inventory of weapons, armor, spells and reagents, artifacts and "items." Gold is measured among Keef's 15 status elements, along with health, experience, hit points and magic points; and he also possesses a dozen ability levels. He is scored in five categories: treasure, magic, thieving, quest and experience. A total score—an average of the five—is also maintained.

Considerable effort was made to simplify play through cursor control and button-clicking. On the view window the pointer design changes to display options to use: an arrow shape to show available directions, four converging arrowheads for going through a door or gate, a dollar sign for selecting a store or a small dialogue balloon for indicating that Keef can speak to somebody. In combat the pointer becomes a sword.

The protection method requires the computerist to play a game of Three Card Santi at the beginning of each session. The card names necessary to pass successfully are printed in black on several chocolate-brown pages bound into the manual—intended to defy photocopying, this catch also makes them extremely difficult to read.

The excellent graphics include Tandy 16-color support, and there is a score of some ten original tunes which can set the mood in stereo for those possessing

a Roland, Ad-Lib or CMS music card or installed system. Happy thieving!

—Ross Chamberlain

Electronic Arts
1810 Gateway Drive
San Mateo, CA 94404
(800) 245-4525

Mechwarrior

ACTIVISION

Version: IBM PC (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Depicting life in an alternate universe of the 31st century, *Mechwarrior* features five rival houses engaged in a feudal struggle for dominance. Their primary means of battle are heavily armed mechanoids piloted by humans acting essentially as the brains behind the brawn.

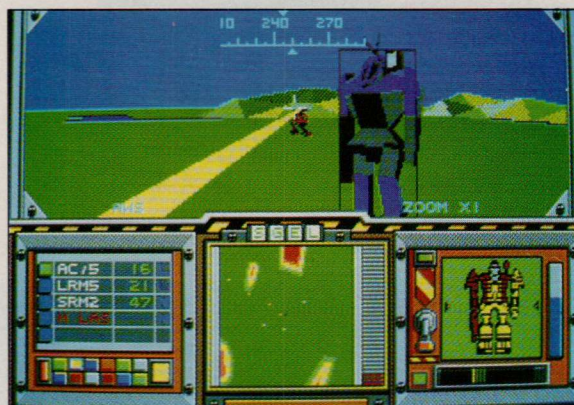
Mechwarrior is licensed and approved by FASA, creators of the *Battletech* universe and publishers of the popular board game and novels utilizing its setting. A portion of this

universe was revealed to computerists in *Battletech: The Crescent Hawk's Inception*, an Infocom release last year.

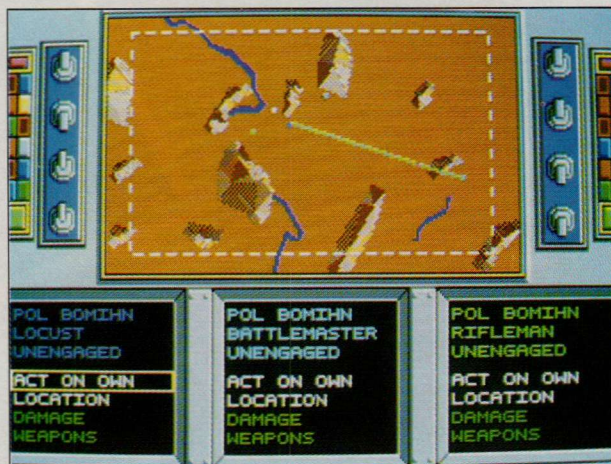
First-person cockpit perspective and spectacular three-dimensional polygon-fill graphics bring the *Battletech* universe to life as never before. *Mechwarrior* players assume the character of a usurped noble and must remain

incognito until they solve the plot and are restored to power. The only way to survive is by seeking employment as a mercenary for one or more of the rival houses while searching for clues to complete the quest.

At first, the player-character possesses minimal funds and a badly battered

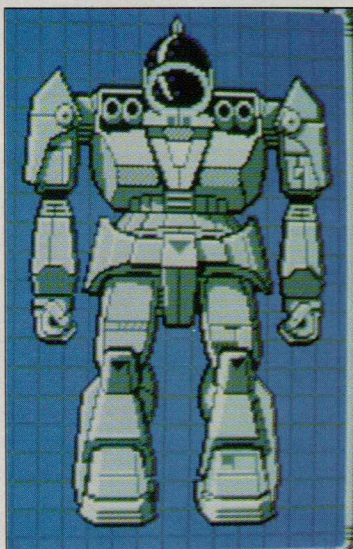


To survive in Activision's *Mechwarrior*, you must take employment as a mercenary.



Jenner (one of the weakest and most lightly armed Mech's). Under such circumstances, don't expect to win many of the initial battles by overpowering the enemy. It's vital to employ the tried-and-true tactics of fire and movement. By presenting an elusive target and constantly seeking weaknesses to exploit, it's possible to win enough battles to upgrade to a more powerful Mech then begin working toward command of a four-Mech formation, known as a Lance.

Unfortunately, the game does not depict all of the known Mech's from the Battletech universe; but eight major types are included, each wielding unique offensive and defensive characteristics. The lightest Mech's—Jenners, Locusts and Phoenix Hawks—must rely on speed and maneuverability to attain advantageous firing positions (such as into the rear armor of larger Mech's). Heavy Mech's, Warhammers, Marauders and



Battlemasters can use superior firepower to decimate the majority of their opponent's. Medium Mech's, such as Riflemen and Shadow Hawks, comprise a blend of the strengths and weaknesses of the two extremes.

They are best utilized by concentrating firepower on the opponents' appendages. By blowing off an opponent's arm containing an autocannon, one might gain an advantage in firepower. Also, if severely outgunned, a player might destroy the leg of the opposing Mech, thereby immobilizing it and providing the chance to escape. Indeed, learning how to best utilize equipment under the stress of real-time combat is the most addictive aspect of the game.

Individual engagements take place in a variety of different terrain types, including arctic conditions that significantly reduce heat buildup problems. Players convey orders to fellow Mechs from the command screen, essentially an overview of the battlefield that includes ridges, hills and major terrain features.

Once all orders are complete, the view shifts to cockpit perspective including, among other things, a head-up display.

"This Land Is My Land"

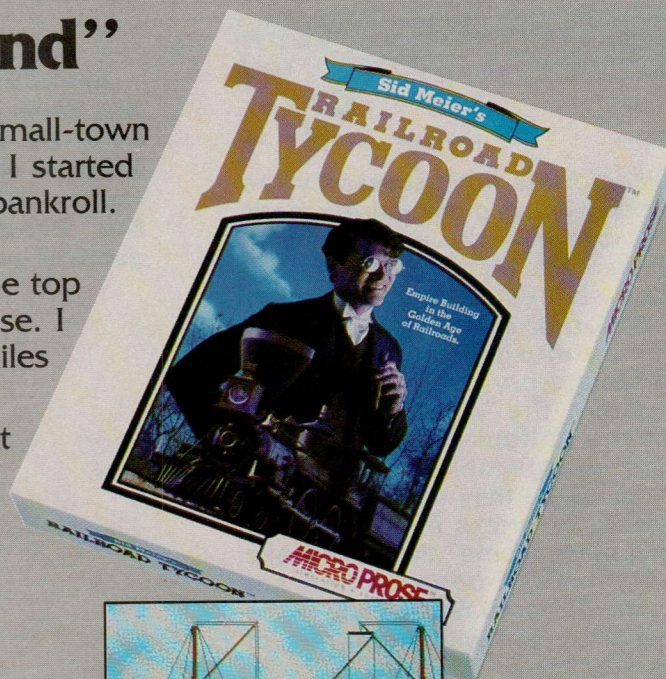
I started my rail empire in 1830 right in small-town Chicago. My "empire" wasn't much when I started — an engine, some resources and a small bankroll. But all that turned around.

With some wheeling and dealing I got to the top and now I'm looking down on everyone else. I passed Carnegie and Vanderbilt a thousand miles back and a half a million dollars ago.

This land is my land all right. And I'll make it thrive. Why don't you?

MICRO PROSE™
SIMULATION • SOFTWARE

Can't find Sid Meier's Railroad Tycoon? Call (301) 771-1151 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa; or mail check or money order for \$59.95 for IBM-PC/Tandy/compatibles version (specify disk size), plus \$3.50 for shipping and handling. \$5.00 for international order. U.S. funds only. MD residents add 5% sales tax. ©1990 MicroProse Software, Inc. Mail orders to: MicroProse Software, 180 Lakefront Drive, Hunt Valley, MD 21030.



Yet another advance in computer gaming from Sid Meier, creator of F-15 Strike Eagle, Silent Service, Pirates!, Red Storm Rising, and F-19 Stealth Fighter.

As the action begins, enemy Mechs lumber into view from the distance, becoming realistically identifiable as the range closes.

The 3-D terrain scrolls smoothly, commensurate with the speed one's Mech is traveling, and the overall affect of motion and distance is mesmerizing. The impression that one is locked in a life-or-death struggle is reinforced as the screen jumps when a Mech is impacted by enemy weapons. The atmosphere is further enhanced if one possesses either an Ad-lib or Roland MT-32 sound board to intensify the opening score and the victory reward sequences.

Fighting battles is so much fun, in fact, that it's easy to lose sight of the quest that one is supposed to be pursuing. *Mechwarrior* is an action/strategy game par excellence that's not to be missed.

—Ed Dille

Activision
3885 Bohannon Dr.
Menlo Park, CA 94025
(415) 329-0800

Arkanoid II: The Revenge of Doh

TAITO

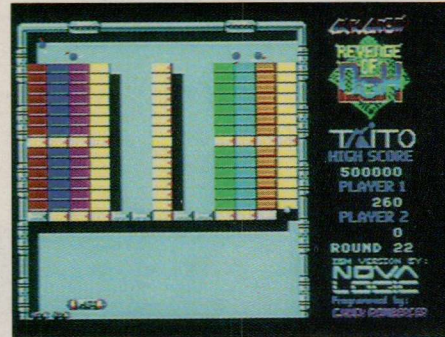
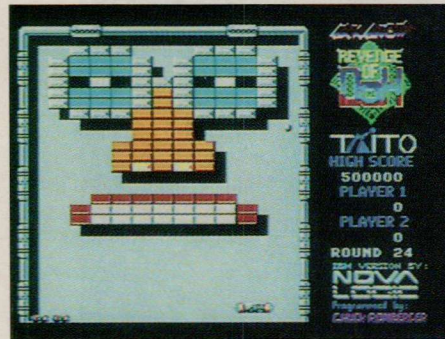
Versions: Apple IIGS (\$34.95),
Commodore 64 (\$29.95), IBM PC
(\$34.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Arkanoid II is not necessarily the most extensive step beyond *Arkanoid*, but it is certainly a significant evolution of this classic game genre.

Some elements are carried over from the original *Arkanoid*, such as the jaunty musical theme and the forgettable story line. The paddle, now called the Vaus2, is moved across the bottom of the screen to bounce energy balls up into the playfield, where they destroy barriers consisting of bricks in a variety of configurations (some take several hits to demolish). A construction set allows the player to replace any of the original 67 screens with the "screen of [his/her] dreams."

An innovation in *Arkanoid* was that some bricks concealed power capsules, which were released when the brick was destroyed. If they were



**Arkanoid II:
The Revenge of
Doh, by Taito,
shows a signifi-
cant evolution of
the Breakout
genre of games.**

caught by the Vaus2, special powers were granted to the paddle, such as the ability to shoot lasers at the bricks or catch an energy ball and release it at will from another location. Some capsules affect the size of the paddle, some allow the creation of several energy balls at once; one awards extra Vaus paddles, while another opens a gate that leads you into the next level.

Arkanoid II contains all of the original power capsules and has added some more, including one that creates black Mega energy balls that destroy any type of block. Another allows an energy ball to continuously divide into three, and there is a super bonus capsule that randomly awards up to 16 energy balls (the exact number depends on the computer's speed) or continuous laser fire. Sometimes the energy balls awarded are the black ones; this produces a slaughter of blocks!

Arkanoid II also features better sound effects and a storable vanity board. It's nearly as addictive as its predecessor and would have been equally so except for the graphics. They are beautiful, but Taito's or Nova Logic's programmers (Chuck Rosenberg is credited with the IBM version) went one step too far in attempting to improve on the original. He replaced the space-black background with a variety of highly confusing tile patterns. It is possible to compensate for this in slow and medium play, but when the screen is filled with bouncing energy balls and aliens, there is eye-twisting frustration instead of the excitement of rapid and skillful play.

Taito successfully brought the arcade experience to the IBM PC screen, offering not only CGA but VGA, EGA, Hercules and Tandy 1000 graphics support, plus support for the Ad Lib music system and Tandy's three-voice capabilities. All can be selected on the opening screen the first time the game is booted up, then



You'll have to be smooth as ice.

Strategy gaming takes a chilling new turn.

Your brave community has been driven to the brink of extinction by a Second Ice Age.

Now a new peril arises. An overwhelming enemy force approaches your heat mines, your only source of warmth and power.

A collection of thirty-two mismatched citizens suddenly becomes the only army to oppose the invaders.

Innocent civilian equipment — skis, hang-gliders, snowmobiles and cable cars — suddenly become indispensable implements of war.

Your manpower and hardware alone will never stop the enemy. Your community's only hope is superior strategy and leadership.

The strategy and leadership are up to you.

Midwinter — gigantic, innovative, unforgettable!

- straightforward icon controls
- 32 characters with fully-developed personalities
- detailed maps of the 160,000 sq. mi. playing zone
- fractal, light-sourced 3-D terrain
- one of the Masters of Strategy Series

For Amiga and Atari ST: coming soon for IBM-PC/Tandy/compatibles



MICROPLAY™
S O F T W A R E

Marketed by MicroProse Software, Inc.

Can't find Midwinter? Call (301) 771-1151 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa/AmEx; or mail check or money order for \$39.95 for Amiga or Atari ST (IBM coming soon), plus \$3.50 for shipping and handling, \$5.00 for international order. U.S. funds only. MD residents add 5% sales tax. © 1990 MicroProse Software, Inc. Mail orders to: MicroProse Software, 180 Lakefront Drive, Hunt Valley, MD 21030.

CIRCLE #153 ON READER SERVICE CARD.

stored for future operation. It's possible to play from the keyboard but joystick or mouse play is recommended.

Arkanoid II is a worthy successor to *Arkanoid* and, with only a smattering of the aforementioned periods of frustration, can be counted on to provide many hours of exciting and skill-building contesting.

—R. C.

Taito Software
267 W. Esplanade
North Vancouver
B.C., Canada V7M 1A5
(604) 984-3344

Nuclear War

NEW WORLD COMPUTING

Systems: Amiga (\$49.95),
IBM PC (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Game designers have tackled some weighty subjects lately. First, Electronic Arts took on the task of playing god with *Populous*. Now New World Computing presents *Nuclear War*, a lighthearted look at nuclear Armageddon. The prospect of this event actually unfolding is diminishing, so New World was able to look at the subject from a humorous perspective, inserting some *Monty Python*-style fun at every turn, including the documentation. *Nuke*, the Nuclear Age magazine, contains all the information necessary to play the game, along with some funny corporate ads such as "Murray's Used Missiles."

Nuclear War is played against four computer-controlled adversaries, chosen from a list of ten world leaders. Opponents are picked by the gamer, selected at random or can be a combination of both. There are five distinct personalities among the ten leaders; standard, pacifist, liar, chaotic and warmonger. For example: Ronnie Raygun is a warmonger, Jimi Farmer is a pacifist and Ayatollah Kookamamie is a chaotic type.

Actions are mouse-entered on the diplomacy terminal. Each corner window faces one of the other four leaders. To the right of each leader is a face showing the player's attitude toward that leader. These expressions range from a smiley face to a hostile snarl. Beneath these faces are numbers ranging from 99 (peace) to 0 (all-out war), representing the leaders' attitude toward the player.

The faces of the leaders change to reflect any alterations in their feelings.



New World Computing's *Nuclear War* is a satirical look at the political scene and a refreshing change of pace from simulators that take themselves too seriously.

There are four types of missiles and two bombers. The advantage of a bomber is its capacity for multiple strikes and invulnerability to all but the largest defense system.

There are two other options available. Any nation's industry can be converted to build more nuclear weapons. Building on consecutive turns is considered stockpiling, which will instill distrust in the other world leaders. A country can take a defensive stance by deploying an air-defense system. One system is only effective against a missile strike, and another will blast anything out of the sky. Each air-defense system is only active for one turn.

After selection is completed, the display changes to a map of the world. Each leader's actions are carried out in sequence, with full animation. This style



of graphic presentation is one of the better touches in *Nuclear War*. Tons of subtle animations are featured, from the blast of a nuclear explosion, to a 16-ton weight dropping on a leader's city as the result of a missed propaganda strike.

Nuclear War is a refreshing change from simulations that are all business. Everything is tongue-in-cheek, which

COMMAND™ HQ.

The latest from Dan Buntin,
designer of the award-winning
M.U.L.E. and **Seven Cities of Gold.**



Do You Thrive On Pressure?

- ☐ **YES** Then you'll love **Command HQ**, the new strategic challenge from award-winning game designer Dan Buntin. Lead a global superpower during World War I, II, III or even IV. Command fighter squadrons, armored tank divisions and infantry, and billion-dollar nuclear subs and warships. Keep a constant check on your economic strength, military spending and natural resources. And, in modern times, keep your finger poised on the biggest button of them all. But be warned: **Command HQ** doesn't regard nuclear weapons casually, and neither should you.
- ☐ **NO** Then **Command HQ** just might help you enjoy pressure a little more. The game features a streamlined graphic interface designed to convey a world of information quickly and precisely. And colorful animations let you see all the action: watch armored tank divisions occupy a city; see fighter planes strafe enemy artillery. Play against the computer or via modem with a friend. **Command HQ** lets you send messages to your opponent during play, so you can make treaties, propose bargains, or just exchange a few choice words.



Can't find Command HQ? Call (301) 771-1151 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa; or mail check or money order for \$59.95 for IBM-PC/Tandy/compatibles version (specify disk size), plus \$3.50 for shipping and handling, \$5.00 for international order. U.S. funds only. MD residents add 5% sales tax. ©1990 MicroProse Software, Inc. Command HQ is a registered trademark of MicroProse Software, Inc. All Rights Reserved.

Marketed by MicroProse Software, Inc.
180 Lakefront Drive • Hunt Valley, MD 21030

MICROPLAY™
SOFTWARE
MASTERS OF STRATEGY SERIES

makes for an enjoyable game experience. Some people may be offended by the treatment of what is a very serious subject. If so, they'll miss out on a terrific game. There are several games available that simulate war more accurately, but none are as enjoyable as *Nuclear War*.

—Michael Holda

New World Computing
14922 Calvert St.
Van Nuys, CA 91411
(818) 785-0401

Gunboat

ACCOLADE

System: Amiga (\$49.95), Atari ST (\$49.95), Commodore 64 (\$29.95), IBM PC (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

The evolution of tactics is not always dependent on technological developments. Riverine warfare has basically retained its form since the Civil War, despite advances in the vehicles of execution. Actions tend to be quick, fluid and violent, with ambush tactics favoring frontal assaults.

During the Vietnam conflict, the Brown Water Navy gained prominence as the primary interdiction force in the vital Mekong delta region. U.S. PBR's (Patrol Boat, River) were equipped with .30- and .50-calibre machine guns, grenade launchers and mortars. They were capable of achieving speeds of nearly 30 knots and turning 180 degrees in less than one boat length. Their crews used them with precision and finesse and gained an appreciation for their ability to bring destruction to the enemy. *Gunboat* captures the essence of modern riverine warfare with equal finesse and appreciation for the subject.

If the look and feel of *Gunboat* seem familiar, they should. Designer Tom "Steel Thunder" Loughry used the same basic program engine from the earlier program, incorporating improved graphics routines throughout.

The prior release had undefined terrain features, but *Gunboat* uses bit-mapped graphics for the vehicles and integrates these with a 3-D polygon fill landscape. The resulting effect is impressive, particularly in VGA/EGA

mode. Players find themselves gliding along dark, meandering jungle rivers, passing through narrow canyons and wondering what awaits them beyond the next bend. The constrictive nature of the environment is felt as well as seen, especially when enemy units appear suddenly via muzzle flashes, their bullets splashing close aboard and thumping the sides of the PBR.

The game opens with a spectacular digitized photograph (VGA only) of a PBR conducting an inspection of a sampan, complete with a stirring rendition of "Flight of the Valkyries." Players select which theater of operations they desire: Vietnam, Colombia or Panama. A service record is maintained for each player, listing total combat time, awards,

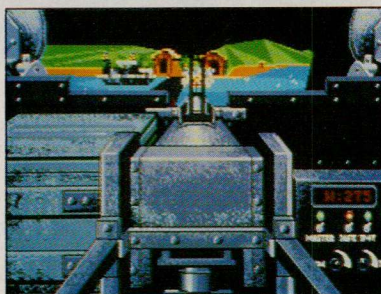
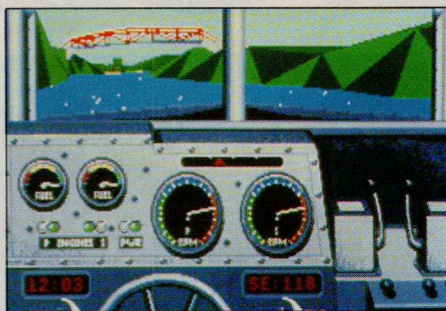
promotions and numbers of the various enemy types successfully engaged (Colombia or Panama are only accessible after one has achieved sufficient promotion as a PBR commander). The service record is updated for unsuccessful missions as well and only close out when the player/character is killed in action.

Many aspects of the simulation place it closer to the arcade genre than some purists may desire. Ammunition and fuel supplies are endless. It is possible to shoot down enemy missiles with machine-gun fire, and one can escape a bad situation (i.e., taking on water deep in enemy territory) by simply exiting the mission.

Because advanced missions are generally up river from prior ones, the same obstacles have to be overcome again before reaching a new location. The ambush aspect of riverine warfare would have been further enhanced if enemy positions could have been randomized each time a scenario was selected.

Despite these minor shortfalls, *Gunboat* is an engaging and highly addictive program. Players may find themselves so engrossed by the action's intensity at higher levels that they lose sight of the mission objectives or make a wrong turn while preoccupied.

The intermingling of hostile and friendly targets is particularly accurate. Armchair warriors are forced to identify contacts prior to engagement or face



The designer of Access' Gunboat, Tom Loughry, used the same engine as he did in Steel Thunder.



possible court martial. Such constraints depict real world considerations and raise *Gunboat* a cut above straight shoot-'em-ups. Great PBR Captains aren't made in a day; compu-sailors will return to these waters again and again.

—E. D.

Accolade
550 S. Winchester Blvd.
Suite 200
San Jose, CA 95128
(408) 985-1700

Living Jigsaws

MILES COMPUTING

Version: IBM PC (\$39.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Jigsaw puzzles have always had a special place in American life. They've lost some popularity in recent years, but many families still enjoy putting them together at special times, such as

the holidays, and they are perennial vacation pastimes. Miles Computing and the Fokos Group took this old theme, added a unique twist and brought it to the home computer as *Living Jigsaws*.

The twist is very interesting: Each of the puzzles features scenes that become fully animated when completed. Even more unique, each separate piece correctly animates its own portion of the picture, regardless of its orientation.

The first step in using *Living Jigsaws* is to select which of the 15 included puzzles to tackle, then decide between super easy, easy, medium and hard difficulty levels. The harder the level, the smaller the pieces. The next choice is the type of piece; they vary from the usual interconnecting pieces common in "real" jigsaw puzzles to geometric shapes such as triangles and diamonds or even squares.

Two basic screens are utilized during puzzle construction. Since the puzzle screen gets pretty crowded if too many pieces are scattered about its surface, it's wise to leave most of them neatly

"This Is No Joy Ride"

Our ship burst through the Spinward Marches like a flash of light. My heart's pounding fast. Five trained soldiers running on nervous energy. Someone's racing up behind us. I can't tell who or where they are. If I can just get us through the Yres system, we may get to the starport in time.

After that last battle, I know nothing could have prepared us for this.

Look for the MegaTraveller Giveaway in each box!

PARAGON SOFTWARE™

Marketed by MicroProse Software, Inc.

Can't find MegaTraveller 1: The Zhodani Conspiracy? Call (301) 771-1151 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa; or mail check or money order for \$59.95 for IBM-PC/Tandy/compatibles version (specify disk size), plus \$3.50 for shipping and handling, \$5.00 for international order. U.S. funds only. MD residents add 5% sales tax. © 1990 Paragon Software and Game Designers' Workshop. All Rights Reserved. MegaTraveller is a registered trademark of Game Designers' Workshop. Send orders to: MicroProse Software, 180 Laketown Drive, Hunt Valley, MD 21030.

Based on MegaTraveller, the world's most popular science fiction role-playing game, from Game Designers' Workshop.



laid out on the piece screens until they are actually needed.

Pieces can be placed in any order, and if they are within three pixels of their correct location and properly oriented, they will be permanently locked into place with an audible "click." A beep sounds when a piece is left in a wrong place. Pieces are moved and placed by an on-screen "hand." While it's not quite as flexible as a real mitt, it can hold any number of pieces, then place them in any order desired.

All control in the program is via the keyboard. In addition to picking up, rotating and placing the pieces, several keys help in the puzzle-solving process. These include keys to correctly orient all the pieces, correctly place the current piece or even to correctly place all border pieces. One key even changes all the pieces to a solid color, making puzzle completion even more difficult.

The VGA graphics are truly outstanding, and the other graphics are quite acceptable. The animated backgrounds look good throughout and are enjoyable to watch.

The animated drawings have one drawback. They use up a lot of processing power, thus computerists with anything less than a 386-based machine will probably have to turn off the animation to get acceptable response during puzzle construction. With the animation off, the response time is adequate, and the program runs smoothly.

While *Living Jigsaws* is not the first computer puzzle-making game, its use of animation during puzzle layout and its wide variety of possible pieces make it a game to enjoy for a long time.

—R. Bradley Andrews

Miles Computing
Distributed by Electronic Arts
1810 Gateway Drive
San Mateo, CA 94404
(800) 245-4525

Harpoon

THREE-SIXTY

Version: IBM PC (\$59.95); Amiga, Atari
ST (Macintosh to follow)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Harpoon puts gamers smack-dab in the middle of NATO-USSR confrontations,

assuming the role of either the Commander of NATO's North Atlantic Task Force or his Soviet counterpart in Russia's Northern Fleet. The compu-commander uses a database of Soviet and NATO weapons systems, pictured in state-of-the-art high-res graphics, including aircraft, ships and submarines. It adds up to an authentic, highly realistic military simulation enhanced by maps, geographical overviews, climate conditions and beautifully detailed drawings.

More than a stand-alone game, *Harpoon* is an operating system that will be supplemented by future releases called "battle sets," each depicting a different theater of potential conflict. The first is included in the game, with 13 scenarios

portraying operations in the Greenland-Iceland-United Kingdom (GIUK) gap. These range from small surface engagements involving a half-dozen units to major campaigns involving up to 375 ships, aircraft and submarines. Within a scenario, players may toggle a number of options on or off including:

tenance failures, starting level of ordinance and others.

Mission objectives differ for each scenario—as well as for each commander—but the majority revolve around seeking out and destroying a set number of enemy units. The player is aided in this endeavor by flawless intelligence. Once an enemy unit is detected, it's assumed that all units of the force possess equal targeting solutions. Although quite unrealistic, this mechanic simplifies the planning of attacks.

Players may also directly control radars, sonars, weapons employment, force disposition, flight plans, sonobuoy placement and a myriad of other tasks that would normally be relegated to subordinate commanders. While this increases the game's level of detail, it does so with a directly proportional reduction of realism. In other words, *Harpoon* is intended as an operational theater commander simulation of naval warfare. By taking the middle ground between tactical and strategic simulation, it has fallen prey to that nemesis of war-gaming: omnipotence. A player's ability to control virtually every aspect of a conflict is neither realistic nor desirable, from an operational command view.

Players control their forces with a series

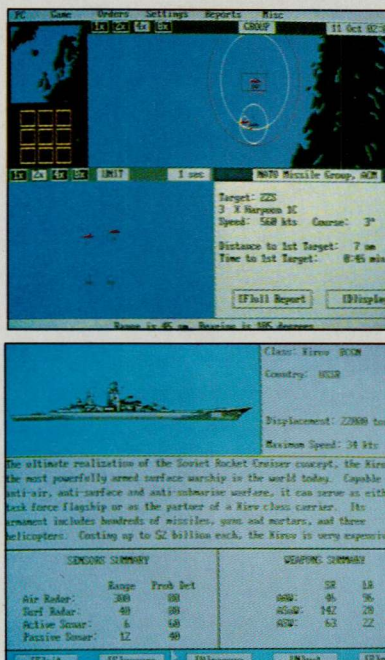


Miles Computing's *Living Jigsaws* uses animation during the layout of a puzzle, which makes it a game not likely to end up on your shelf.

of pull-down menus. A player's initial considerations, regardless of scenario, must be to ensure that early-warning patrols and picket units are positioned and the desired emission control (radar and sonar posture) is set. Passive sensors are desired over active sensors in most cases, except for bases. This is because the counter-detection range of a radar or sonar exceeds the range at which targets can be located. A good posture is to activate sensors intermittently.

Once contact is made, air assets should be considered the primary means of attack, regardless of the threat. Submarines are most effectively engaged with long-range aircraft (Nimrods or P-3 Orions) or ship-based helicopters. Incoming bombers should be intercepted by fighters before they can reach missile launch range, if possible, and surface groups should be attacked by standoff (missile-capable) aircraft. Naturally, not all of these assets are available in a given scenario, so players must adapt their tactics accordingly.

Perhaps the most highly touted



**Three-Sixty's
Harpoon puts
gamers in the
middle of NATO-
USSR skirmishes.**

program in recent history, many players anticipated Harpoon's release for 18 months. Those who rushed out to purchase the initial release this past Christmas were disappointed; the game was riddled with flaws. Fortunately, Three-Sixty stood behind its product, corrected the vast majority of the problems and provided free updates to registered users. Consequently, players may now experience a simulation of modern naval warfare that, although not perfect, is the finest available.

Occasionally, the program allows the inexplicable to happen. Ships traverse dry land, and aircraft are not destroyed despite their inability to land due to the bases being destroyed. Minor flaws and the aforementioned "omnipotent" factor notwithstanding, *Harpoon* comes a great deal closer toward proper representation of modern naval warfare than any of its predecessors.

—E. D.

Three-Sixty Pacific, Inc.
Distributed by Electronic Arts
1810 Gateway Drive
San Mateo, CA 94404
(800) 245-4525

"Don't Expect Mr. Nice Guy"

They call me the Punisher, and that should tell you all you need to know. Members of organized crime killed my family and got away with it. I'm settling the score.

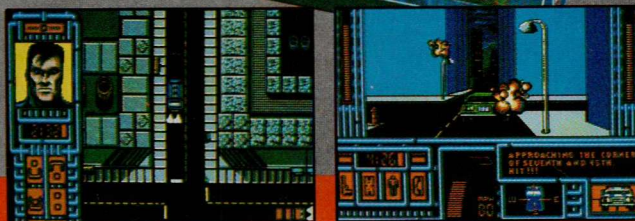
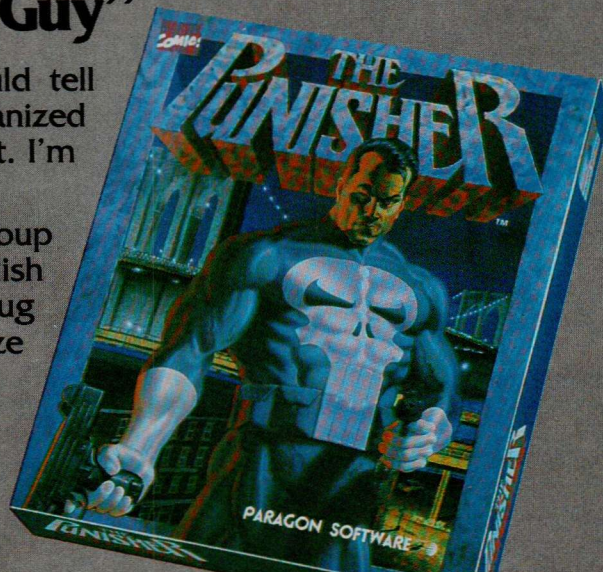
And I get paid to do it. A clandestine group finances my missions because I accomplish what the justice system can't. I eliminate drug dealers, expose corruption — I even terrorize terrorists themselves.

Who says there's no justice in the world?

PARAGON SOFTWARE™

Marketed by MicroProse Software, Inc.

Can't find The Punisher? Call (301) 771-1151 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa; or mail check or money order for \$39.95 for IBM-PC/Tandy/compatibles version (specify disk size), plus \$3.50 for shipping and handling. \$5.00 for international order. U.S. funds only. MD residents add 5% sales tax. © 1990 Marvel Entertainment Group, Inc. All Rights Reserved. The Punisher and other Marvel characters and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. and are used with permission. The Punisher is produced under license from the Marvel Entertainment Group, Inc. Send orders to: MicroProse Software, 180 Lakelands Drive, Hunt Valley, MD 21030.



**The relentless Marvel Comics vigilante
In non-stop action and adventure.**

ADVERTISER INDEX

<u>Advertiser</u>	<u>Page #</u>	<u>RSC #</u>	<u>Advertiser</u>	<u>Page #</u>	<u>RSC #</u>
Access	85,87	119,132	MicroProse	125,127,129,	
Acclaim	76-77	130		131,133,135	151-156
American Sammy	11	106	NEC Technologies	101,103,	
American Technos	98-99	138		105,107	139
Asmik	148-149	162	NTV International	83	131
Bandai	111	140	Play It Again	147	161
Bondwell	49	124	Reality Simulations	137	130
BRE Software	145	160	Sega	59-61	128
Capcom USA	3	102	SNK	27,115	114,143
CSG Imagesoft	31,96	116,136	Sofel Corp.	89	133
Culture Brain	115,117	142,144	Spectrum Holobyte	91	134
Data East	43,45,BC	121,122,164	Strategic Simulations	122	—
FCI	51	125	Sunsoft	39,41	—
Fun Co.	143	159	Supremacy	120	147
Gateway Promotions	97	137	Taito	19,21,23	111-113
HAL America	53,55	126-127	Taxan	141	158
Hudson Soft	8-9	105	Tecmo	93	135
Jaleco	32-33	117	Tengen	150-IBC	163
			Tip Master	120	148
Kemco/Seika	34-35	118	Treco	113	141
Konami	IFC,4	101,103	Ultimate Game Club	121	149
Lucasfilm	47	123	USA Game Exchange	123	—
Mastertronic	13	107	Vic Tokai	14-15,17	108-110
Mattel	118-119	145	Video Replay	120	146
Mediagenic	7,29	104,115	Wrestling Ring	74-75	129

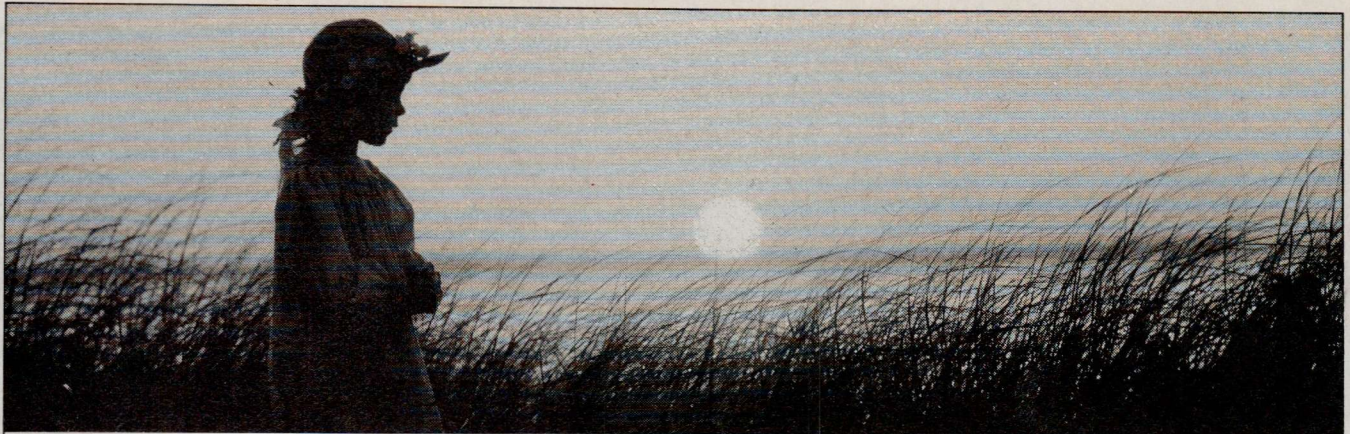


Photo courtesy Comstock/Tom Grill

According to Dr. Spock, breathing can be hazardous to your children's health.

Air pollution is all around us and it hurts children most. Kids inhale more pollutants per pound than adults, and their length of exposure is longer, which increases their risk of permanent damage. Additionally, children under 10 have an increased rate of respiratory

infections. When infections are coupled with irritating air pollutants the damage to young lungs is intensified.

So do what Dr. Spock recommends. Call or write the Public Information Office of the Sierra Club and find out what you can do to help clear the air.



SIERRA CLUB

Public Information 730 Polk Street San Francisco, California 94109 415/776-2211

THOUSANDS OF PLAYERS NATIONWIDE ARE WAITING FOR
YOU TO JOIN THEM! WRITE TODAY AT NO OBLIGATION, FOR:

FREE RULES!

AND SET UP IN ANY OF THESE THREE GREAT
PLAY-BY-MAIL GAMES!

DUELMASTERS



A bloodthirsty crowd roars as your gladiator enters the arena. Will months of training and patiently prepared strategy pay off with an arena victory? Or will all be lost on the jagged blade of your opponent's sword?

In DUELMASTERS an impartial computer referee pits your warriors and strategies versus those of other players around the country.

Explore the weapons, fighting styles and tactics of ancient man-to-man combat. A game of unprecedented depth, and vivid blow-by-blow excitement!

Train and fight your way to the top of the arena rankings and take the coveted title of DUELMASTER for your own!

HYBORIAN WAR



c 1985 CPI

Rule a mighty kingdom in the age of Conan the Barbarian. Aquilonia, Cimmeria, Stygia, Hyperborea . . . take your pick and match wits against 35 other players from across the nation.

Game turns are easy to fill out, yet cover a fantastic range of actions.

Send forth your generals to command great armies. Turn the tide of war with arcane magics. Dispatch spies and heroes to steal fabled treasures, kidnap nobles, or assassinate your enemies.

Rule and conquer! The jeweled thrones of the earth await thy sandaled tread.

ALAMAZE



A young world, ALAMAZE, is caught in the throes of an epic struggle between 15 rival kings. You, as one of the kings, must combine magic power, crafty politics, decisive military action and sound economics into a winning play for world dominion.

Each Kingdom represents a unique mythical race with its own unique advantages. Elves, giants, dragons and dwarves are but a few of the land's fantastic inhabitants.

Team games are available, allowing you and two of your friends to join forces against other teams in other states.

With over 100 distinct actions, ALAMAZE is one of the most varied and challenging games around. Try ALAMAZE. There's nothing else like it!



Reality Simulations, Inc.
P.O. Box 22400
Tempe, AZ 85285
(602)967-7979
FAX: (602)894-2028

All games feature written turn reports mailed to your door every two weeks (4 weeks for players overseas or in the military). Multi-player action for hours of absorbing entertainment each week! Meet new friends across the US. We provide the games and opponents. The fun is yours to enjoy. Find out more with no obligation.

WRITE TODAY FOR FREE SET UP AND RULES
CIRCLE #150 ON READER SERVICE CARD.

STEPPING FORWARD

JIM NANGANO GETS READY FOR THE BIG TIME!

BY BILL KUNKEL



Like the chorus girl who gets her big break when the female lead falters, Jim Nangano spent much of his programming career as a reliable understudy, backing up the big names while

awaiting his chance to step into the spotlight.

Now, at last, it looks as if that opportunity has arrived. After years of toiling as a one-man band for low-rent wages and

picking up the projects that fell through the cracks, Nangano is really strutting his stuff for MicroLeague Sports Association. MLSA has already published *WWF Wrestling II* for the

Amiga and PC computers, programmed by Nangano from a design by Subway Software. Nangano will also spearhead the development of a new line of stat-based sports games for MLSA. But the journey from game-development extra to silicon stardom is rarely an easy one, and Nangano suffered more than his share of setbacks along the way.

"I was always into electronic gadgets," says Nangano, who started his career in entertainment programming with a programmable calculator and a fondness for nonelectronic fantasy role-playing games. "I wanted to produce an electronic version of a D&D-type game in 1978, but I found my calculator wasn't really powerful enough," he explains with a laugh. "So I made my first of many upgrades, to an Ohio Scientific Challenger 1-P, a kit computer with all of 8K memory."

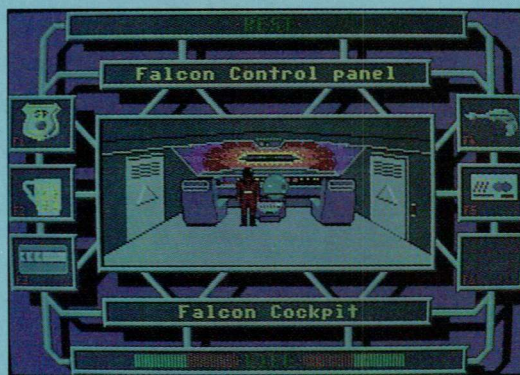
Nangano used his newfound computing power to produce a text-only FRPG written in BASIC. "The people I showed it to loved it. People would sit in front of the screen for *hours* playing it." From Nangano's point of view, however, this amateur effort only proved that he needed additional computing horsepower, so he traded up to a TRS-80. "Yeah, I got a 'Trash-80,'" he admits. "The Apple II was just so darned expensive. Spending \$2,000 on a computer seemed kind of crazy to me in 1979, especially since I wasn't a programmer yet." But, true to form, he quickly outgrew his latest acquisition. "I don't know; it had no sound—I wasn't happy."

Nangano was so encouraged by his early programming efforts that he bit the bullet at this point and bought himself an Atari 800. Finally, he was happy—for a while, at least. Then a friend dropped a bombshell on him: "Forget about BASIC; everything is going to have to be written in assembly if you want to sell it." So, he purchased a book on assembly programming and taught himself.

But before abandoning BASIC, he wrote an Extended BASIC program in

1982 that added an additional dozen or so commands to the language and won a contest with it on CompuServe (the online service). He also sent a copy to Fernando Herrera of First Star Software, who immediately phoned Nangano with some pertinent advice: "Write a game."

The result was *Flip & Flop* (First Star), a *Q*Bert* clone that was greatly enlivened by its enchanting animation routines featuring kangaroos and monkeys leaping and climbing from section to section along a color-changing grid. Nangano was signed to an exclusive contract by First Star for five years on the basis of this impressive debut performance. "After seven years in the



"This game was so far ahead..." Nangano said of *Omnicon Conspiracy*, a program released by Epyx in 1989.

military, it must have seemed like a good idea at the time," he observes with a dose of mild cynicism.

He served as a jack-of-all-trades at First Star. "I was the 'fireman,' the guy who put out the fires. I did anything and everything. After [Mike] Reidel did the Atari version of *Spy vs. Spy*, it had to be taken to the C-64, which I did in a month. When *Flip & Flop* was finished on the Atari, First Star had some college student working for five months on the C-64 translation and it was terrible. I took over the project and had it up and running within three weeks. I'm a pretty quick study. I just have an intuitive understanding of how this stuff works."

Nangano's next major project turned into one of his more disappointing career experiences. "I began

work on the engine that would theoretically become a game—*The Omnicon Conspiracy*." First Star President Richard Spitalny quickly saw the wisdom in an engine that could be used to drive an entire line of adventure games and commissioned a game design to complement the Nangano system.

The job eventually fell to Subway Software, which produced an epic-length science-fiction adventure starring Ace Powers, captain in the Star Police. "I devised the engine, the graphics compiler and everything else to make it run on the C-64, using an IBM development system. I had a three-level disk, characters moved, locations changed.

"But there was a problem. First Star decided it had to be able to run on tape, because they wanted to sell it overseas and, at that time [1985], that market was mostly tape-driven." Nangano had only one problem with this notion: "*How can a random-access adventure run from tape?*"

The answer was, it couldn't; but nonetheless, they tried. Then Epyx decided that all the graphics to date had to be redrawn. "That totally destroyed the game. This game was so far ahead—if it had been released when it was ready to be released, on disk, it would have blown *everybody* out of the water. Epyx eventually finished it [an IBM version was released in 1989], but it wasn't even fun by that point."

The entire episode left a bad taste in Nangano's mouth. When asked if he will someday attempt to revive the engine, he explained: "I don't even own it. First Star owns it. Or Epyx."

It was back to being the First Star fireman at that point. "I did *Spy vs. Spy 3: Arctic Antics* for them. We made some changes in the earlier formulas: instead of the spies beating on one another with sticks, we had them throw snowballs. There was a polar bear who came out of the snowstorms, there was ice the spies could slide on, and the animations involved things like

a spy transforming into an ice cube if he falls off a cliff. And I worked on the graphics for *Millennium Warrior* [scheduled to be published by Capstone/Intracorp later this year], which is a one-on-one combat game set in different time periods."

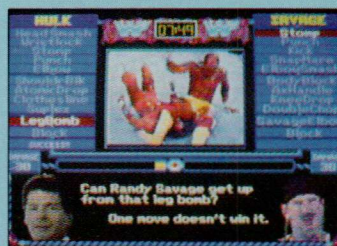
It was during this period that Nangano tired of putting out fires. He took on the services of the International Computer Group and left First Star to start his own development house, UpFront Software, in 1989. UpFront's first major assignment was a new edition of *MicroLeague's WWF Wrestling* for the Amiga and IBM computers. Ironically, however, Nangano was once again inheriting a project from Mike Reidel, who programmed the original ST and C-64 versions according to a design by Nangano's old *Omnicon* partners, Subway Software. "I basically took the C-64 version and added a bunch of stuff to make it look better. I also redesigned the interface and added digital sound effects and a modem-play feature," Nangano explained.

WWF Wrestling is a strategy game that uses real grapplers from Vince McMahon's World Wrestling Federation (WWF) in digitized footage from their matches. Hulk Hogan, "Macho Man" Randy Savage, "The Million Dollar Man" Ted DiBiase and other members of the grunt 'n' groan fraternity appear in all their verbose glory, giving interviews, making dramatic ring entrances and even wrestling.

As someone who had never been exposed to the world of mat mayhem, wrestling came as a real surprise to Nangano. "It's quite a circus. It's enjoyable to watch, like a movie or a play—a kind of athletic soap opera. The feuds are really interesting."

After *WWF Wrestling*, Nangano hopes to move on to a project much nearer and dearer to his heart: a new edition of *MicroLeague Baseball* to be produced in conjunction with Ed Daniels, the creator of *Pure-Stat Baseball*, and Subway Software, the coauthors of *MicroLeague Baseball II*.

"This project combines my two favorite things in the world: baseball and computers!" Warming to the subject, Nangano discussed the overall aim of this program: "We're going to use stats no other game has even thought of using. This is going to be so



MicroLeague's WWF Wrestling, programmed by Nangano, was extremely popular with computer gamers of all ages.

accurate, you'll smell the hot dogs. It will literally be the ultimate stat baseball game. I've definitely turned up my intensity level for this one."

Like many designer/programmers, Nangano is also an avid game player, with a preference for epic adventures like *Dungeon Master* (FTL), *Starflight 1 and 2* (Electronic Arts) and *It Came From the Desert* (Cinemaware). "I do 95 percent of my game playing on the Amiga," he says.

As an avid baseball fan, Nangano has also played virtually every hardball stat game on the market, including *Earl Weaver*, *Pure-Stat* and *MicroLeague Baseball*. Of those games he says diplomatically: "Things can be better than that. I'm an armchair manager. Every time [Mets manager] Davey Johnson makes a move, I'm thinking: *Why doesn't he do this?* If the attributes are correctly entered, for example, you could make the computer manager more or less aggressive. That's what I like about stat games: They give you a chance to make a


judgement and then test it out and see how it works."

In a world of larger and larger development groups, UpFront remains basically a one-man band. Nangano gets a great deal of help from his wife, Lynn, but does the bulk of the programming work himself. "Lynn is working for the Environmental Protection Agency now, but she's just about to join UpFront full time. We're like bookends, and she'll take care of the details while I do the programming. We're also thinking about leaving New York City." (After this interview was conducted, the Nanganos moved to scenic Delaware.)

Nangano sees a bright future for his new development group. "UpFront will get bigger and better. We'll be doing sports games for a while, then we'll expand into adventures. I'm pretty tired of arcade games, and I think the general public is also tired of them. I want to create games where people use their minds, not their wrists. It's all part of the graying of America; most people just don't play arcade games as well as they used to, and it's parents who buy the software, not kids."

As for the future of the electronic-gaming industry, Nangano has mixed feelings. "The industry's biggest problem is the way marketing dictates game design. A design should come from an idea; it should start from ground zero, then mature and blossom naturally, instead of springing from the fact that some company bought a license.

"I also believe prices have got to be lower. Forty dollars is simply too much to pay for an entertainment program. Prices have got to be more comparable to records, CDs and even videos."

Jim Nangano has finally emerged from the wings and stands at center stage, in the spotlight. He's ready to amaze and impress the audience, and he can't wait to strut his stuff. He loves computers and games and solving problems in new ways. "Everything I do is a labor of love," he attests, "at least until the program starts going with someone else." 

BURAI FIGHTER™

無頼戦士



**DEFEAT
THE BURAI
USING
MASSIVE
WEAPONRY!**



A formation of deadly robo-mutants approach



Giganticrab makes Level 2 a formidable challenge



Burai Fighter attempts to navigate Level 2.



The terrifying Slimedrag master of the Burai.



LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo

In a remote corner of the galaxy lives a race of super-brains known as the Burai. Their vast mental capabilities are focused upon one goal: the conquest of the universe! They are creating huge armies of robo-mutants, which will soon overrun the galaxy – unless you can stop them! You must somehow penetrate the seven manufacturing bases of the Burai, where you will battle the most fearsome army of mutant rogues ever imagined – including the monstrous super-mutant guarding each base. But with your awesome arsenal of weaponry, victory may be within your reach. It's up to you to rid the universe of the evil Burai once and for all!

Taxan USA Corporation – Consumer Division, 161 Nortech Parkway, San Jose, California 95134.

COMING
SOON FOR
NINTENDO®
GAME BOY™
**BURAI
FIGHTER
DELUXE**

COMPUTER STRATEGIES

How to Make Sure Bruce Lee Lives

SOFTWARE TOOLWORKS
Version: IBM PC (\$49.95)

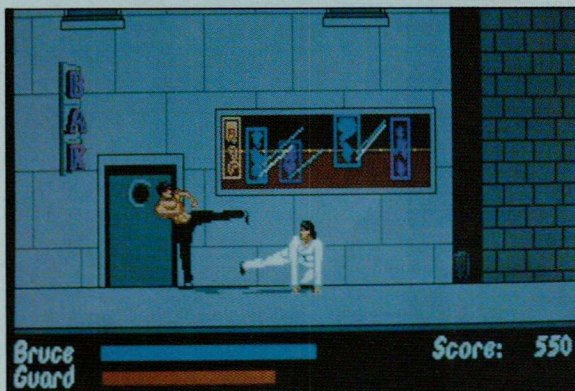
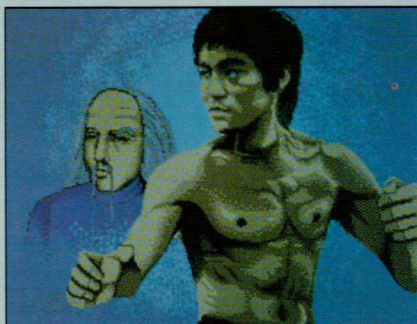
In this latest karate showdown, the player assumes the role of the one and only Bruce Lee. The mission: Foil the Evil Master Po and his legion of goons to restore peace to the village. Gamers must spar their way through five increasingly difficult engagements and ultimately face Po himself before victory is theirs.

The game's strategy is interesting: It's one of the first titles to incorporate a sense of "artificial intelligence" in the enemy. Thugs actually "learn" a player's weak points to use them against him.

First off in *Bruce Lee*, you must master the basic moves and learn when to apply them. Start off in the training room by hitting the bag with the punch moves. Notice that the jab has a greater range than the punch. It's important to note at what distance each move connects if one is to be a martial-arts master. Once done, work on the special kicks such as the combination and the jump kicks. These are the most important kicks in the game because they wreak the most damage. The low, sweeping kicks are important only if the computer scrapper is aiming high, and players must duck or risk leaving Bruce's face open for jabs.

Once the moves are mastered and the player remembers where each enemy is located, it becomes time to define a macro move. The macro is important because it allows players to attack three times with a single keystroke. When programming a macro, try to pick three moves that hit different areas of the body so that the computer has trouble figuring out where to block.

The second major strategy to master in *Bruce Lee* is how to fight each opponent. Unfortunately, because of the game's ability to learn a player's strategy fairly quickly, it's virtual-



Bruce Lee Lives is not like most karate simulators because the program utilizes artificial intelligence to prevent you from using the same strategy repeatedly.

ly impossible to know exactly how to wallop everyone. The most important strategy to remember is that variety is truly the spice of life in this game. Square off with a thug, using a few jump kicks to get a feel for how he fights. If this move, or any other, is used more than two or three times in a row, the goon will "learn" to defend it and consequently turn and try the same sequence on Bruce. Be aware of this, and know how to defend the move you use on the opponent. Remember which moves are successful at a certain distance and use them accordingly, but try to constantly change the order in which the moves are delivered. This makes it difficult for the computer to learn anything from the player, therefore leading to the greatest percentage of successful encounters.

A WORD ON THE MISSIONS

Mission 1 is fairly straightforward. Keep in mind that the ruffian who attacks Bruce first is not the only one in Level 1. It's important to take advantage of the fact that he has no idea how the player fights yet and is therefore open to just about anything. Once he is dispatched, the player will be attacked by a second hit man with greater abilities, so remember to mix it up.

Level 2 is even more to the point. Players battle one, and only one, man. But, oh, what a man

he is! This brute is big, fat and has 50 percent more power than Bruce. On this level, it's most important to answer each of this guy's blows and let those jabs fly. Start with as many jump kicks as possible to knock his power down quickly. Once he starts defending them better, switch to a jab and low, sweeping kicks for a few seconds. The second he starts to duck the jabs, go

in for a quick jump kick to knock him back a bit.

Level 3 is the first level to incorporate some additional strategy. Bruce must make it to the bottom of a ship, deploy a bomb and then escape within 30 seconds. On this level, keep in mind that since the goon squad is not deployed,

Bruce may rest on an empty screen after each encounter, so that his strength is always full for the next battle. One can also use this strategy to avoid a losing battle. If a particular fight is going badly, simply retreat to the nearest empty screen and rebuild your power! But remember, every enemy is also busy refueling, so be ready.

Another important point: Bruce does not have to fight every palooka he sees. It's possible to avoid the thugs on the first and second floor by walking past them. This is recommended, since they serve no purpose except to slow Bruce down. Just be careful not to *run* past them because if a hood hits Bruce as he is running, he's *instantly* killed.

The last two missions shall remain a mystery since spoiling the adventure part of any game is never a good idea. However, I *will* say that although the bow move may seem pointless, there comes a time when a bow may be worth far more than any jump kick.

—Frank Tetro, Jr.

Traveling Through the Mean Streets

ACCESS

Versions: Amiga, IBM PC,
Commodore 64

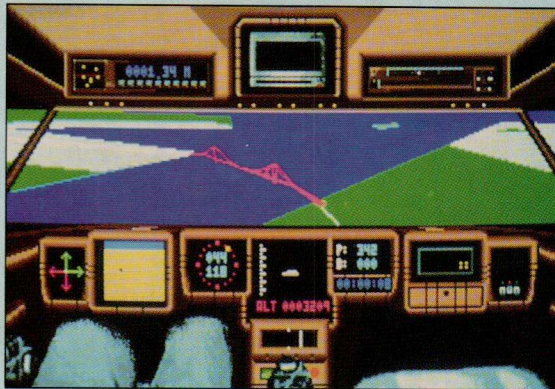
In *Mean Streets*, an action/adventure from Access, players assume the role of Tex Murphy, private eye. It seems the noted scientist Carl Linsky committed suicide...or did he? His daughter doesn't buy it, and she hires Tex to find out what really happened. Thus the stage is set for this adventure featuring four different action sequences and a superfluity of sneaky suspects.

HOVERING OVER CALIFORNIA

The first sequence to master is flying the hover car. This is important because our private dick flies up and down California's coast throughout the game. Start by typing in the NC code at the prompt. Once the driving window reappears, press up to begin climbing. Stop when the craft reaches 5,000 or 6,000 feet; this is a safe cruising altitude. Once done, use the left and right controls to spin the car until the current bearing matches the destination bearing. This places the target zone directly in front of the cruiser.

Next, hit the "+" key to begin forward motion. When the car is proceeding at a decent speed, press the warp button to enter cruising speed. Now just sit back and make only slight left/right adjustments to keep Tex on course.

When the car gets within ten miles of the destination, deactivate the warp mode. Failure to do so results in overshooting the target pad. Once done, slowly decrease speed until



Mean Streets, by Access, puts you in the role of a gumshoe, hot on the trail of the murderer of famed scientist Carl Linsky. The game will take you over the skies of California and into the slums—places that may get you filled with lead.



the cruiser reaches zero miles. Finally, press the down button to land on the pad.

Of course, if this sounds a bit tricky, players can simply use autopilot to travel around town, but where's the fun in that?

OUTGUNNING THE OPPOSITION

Next Tex encounters gun-battle sequences in the slums of town. The trick here is to head to the right when the screen appears in order to gain as much ground as possible before bullets start flying. Once the shooting starts, duck just as the bullets reach Tex.

Next, stand and fire off a round or two. The

enemy can duck as well, but they can only fire while standing. Use this weakness by ducking and firing wherever possible. If an obstacle prevents Tex from firing from a ducked position, simply stand and fire, then get back down quickly.

Remember, it's not how many cons Tex shoots that matters, it's getting to the right of the screen without looking like Swiss cheese.

HUNTING FOR BOUNTY

Players earn extra greenbacks in the third action sequence: bounty hunting. It is possible to complete the adventure without ever daring this challenging competition. However, if players inadvertently squander their cash, it may become necessary to bag a hood or two for the booty.

This sequence is similar to the gunfights, except the men move faster, as does their gunfire. Use the duck-and-shoot strategy, described earlier, at a slightly accelerated rate, and Tex should emerge victorious and in the chips.

HUNTING FOR GOODIES

The last action sequence is a room-to-room search. This aspect of game play is crucial, requiring players to roam around in search of items that may prove useful later on. There are a few things to keep in mind as Tex rummages around.

First off, leave no stone unturned. Attempt to move, open or turn on everything Tex sees or finds. Even if something seems strange, try it. Often the bizarre works best. If an item cannot be maneuvered, pick it up. There is no limit to the items Tex may carry, so get everything, even if it's an old pair of gloves. One never knows what one may need later on.

Finally, each room has at least four places to search. Keep this in mind, and be sure to count out four separate areas before departing any chamber.

ABOUT THE PUZZLES

Figuring out what goes where and who did what is the best part of *Mean Streets*, and far be it from me to spoil it. However, a few generic hints couldn't hurt. There are two important tips to remember while conducting an interrogation. Ask everyone about everything. Don't leave a character until he or she has divulged everything he or she knows. If a character seems to be holding out, try bribing or threatening to get the information. Don't fret if Tex is rudely ejected from the room for engaging in such behavior. Simply exit the speeder and continue the interrogation.

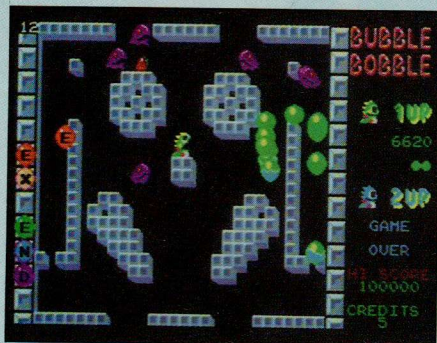
Remember that Vanessa and Lee Chin may prove to be crucial sources of information when all seems lost. Ask them about any missing persons or any term that can't be deciphered. When doing this, always go to Vanessa before resorting to Lee Chin. After all, why pay for what one can obtain free of charge?

—F.T., Jr.

Staying Aloft in Bubble Bobble

TAITO
Versions: Amiga, Apple,
Commodore 64, IBM PC

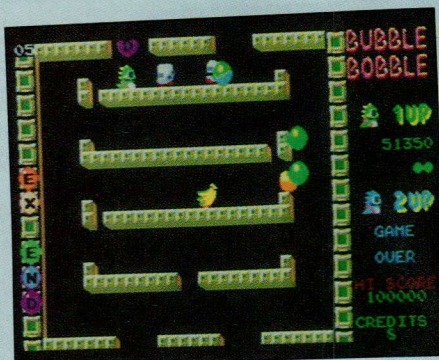
In this one- or two-player arcade game, gamers maneuver a Dino-Might around each of 100 different levels, blowing bubbles to trap



beasties. Once trapped, bursting these bubbled beasties finishes them off. Players gain points by bursting the enemy before they pop the bubbles and come back mighty angry. Additional points are scored for picking up bonus items that appear.

The main strategy behind *Bubble Bobble* is to find the best position on each level to attack from. Then let the beasties come to you. Keep in mind that the enemy can jump up a level but never down one. All creatures on the screen must fall off the edge of a level in order to descend.

Start by finding a locale with a hole under your Dino-Might, so no creatures can jump up right under him. This platform should also have at least 1 inch on each side for the enemy to fall on and still give Dino a chance to shoot him. If



two or more enemy creatures fall at Dino at once, don't panic. Just hit the fire button quickly, and he will blow many bubbles at once, trapping all the beasties rather quickly.

Once this strategic spot is determined, players should try to stay there until most of the beasties have been eliminated. Traveling with desperados is quite dangerous.

There are only a couple of times it's advisable to leave this strategic post. One is when chasing a bubbled beastie. This is important, since they escape the bubble in about 15 seconds. When that happens, they come back moving twice as fast. The other good time to flee is when a bonus object worth big points appears. Use caution here—chasing

SEGA GENESIS

Your #1 Sega Genesis Dealer

Call for Latest Genesis Titles

Air Diver	\$44.95	Herzog Zwei	\$44.95
Alex Kidd		Phantasy Star II	\$69.95
Enchanted Castle	\$39.95	Revenge of Shinobi	\$54.95
Crackdown	\$44.95	Shove It	\$39.95
E Swat	\$39.95	Super Basketball	\$49.95
Golden Axe	\$54.95	Super Hydride	\$54.95

Used Genesis Cartridges

We Sell Used/We Buy

Air Diver	29.95/15.00
Alex Kidd Enchanted Castle	29.95/15.00
Arnold Palmer Golf	29.95/15.00
Crackdown	29.95/15.00
E Swat	29.95/15.00
Forgotten Worlds	34.95/18.00
Ghouls 'N Ghosts	34.95/18.00
Golden Axe	34.95/18.00
Herzog Zwei	29.95/15.00
Mystic Defender	29.95/15.00
Phantasy Star II	49.95/30.00
Rambo III	24.95/12.00
Revenge of Shinobi	34.95/18.00
Shove It	29.95/15.00
Soccer	24.95/12.00
Space Harrier II	24.95/12.00
Super Basketball	34.95/18.00
Super Hang On	29.95/15.00
Super Hydride	34.95/18.00
Super Monaco Grand Prix	29.95/15.00
Super Thunderblade	29.95/15.00
Thunder Force II	24.95/12.00
Tommy Lasorda Baseball	34.95/18.00
Truxton	34.95/18.00
Zoom	29.95/15.00

ATARI LYNX

with California Games & AC Power Supply

\$179.95

Blue Lightning	\$29.95	Gauntlet 3 (1-4 Players)	\$34.95
Chip's Challenge	\$29.95	Rampage (1-4 Players)	\$34.95
Electrocop	\$29.95		
Gates of Zendocon	\$29.95		

Used Nintendo Cartridges

We Sell Used/We Buy

A Boy & His Blob	29/15	Marvel's Xmen	34/20	Tetris (Tengen)	179/70
Adv of Lolo 2	29/15	Megaman	34/18	Top Gun	20/10
Baseball Simulator	29/15	Megaman 2	34/18	Top Gun 2	29/15
Baseball Stars	29/15	N.F.L.	29/15	Top Player Tennis	25/12
Bases Loaded 2	35/20	Ninja Gaiden	25/12	Ultima	29/15
Bat Man	29/15	Pac Man	29/15	Vegas Dreams	29/15
Black Bass	29/15	Paperboy	29/15	Volleyball	29/15
Black Manta	29/15	Pinball	34/20	Wheel of Fortune	29/15
Chessmaster	29/15	P.O.W.	29/15	Willow	29/15
Dash Galaxy	29/15	Pro Am Racing	25/12	Win, Lose or Draw	29/15
Destination Earthstar	29/15	Punch Out	25/12	Wizards & Warriors	20/10
Double Dragon	29/15	RBI Baseball	25/12	World Championship Wrestling	29/15
Double Dragon 2	34/20	Rad Racer	25/12	Wrecking Crew	25/12
Dragon Warrior	25/12	Ring King	34/20		
Fantasy Zone	29/15	Robocop	29/15		
Fast Break	35/20	Roger Rabbit	29/15		
Faxanadu	29/15	Shadowgate	29/15		
Fighting Golf	29/15	Side Pocket	90/40		
Gauntlet	25/12	Silent Service	29/15		
Ghostbusters 2	29/15	Solomon's Key	25/12		
Heavy Barrier	34/20	Strider	29/15		
Ikari Warriors	20/10	Super Mario Bros 2	35/20		
Ikari Warriors 2	20/10	Super Mario Bros 3	60/30		
Ironsword	30/18	Super Off Road	34/20		
Jack Nicklaus Golf	29/15	Super Pitfall	29/15		
Jordan vs. Bird	29/15	Super Spike V'Ball	29/15		
Kid Icarus	29/15	Target Renegade	29/15		
Kings of the Beach	29/15	Tecmo Baseball	29/15		
Lunar Pool	35/20	Tecmo Football	29/15		
Magic of Scheherazade	34/20	Tecmo Wrestling	35/20		
Marco Brothers	29/15	Teenage Mutant Ninja Turtles	34/20		
		Tetris (Nintendo)	29/15		

Call or Write for Complete Price List

GAME BOY™

We Sell Used/We Buy

Alleyway	15/7
Baseball	15/7
Bugs Bunny	20/10
Castlevania Adv.	20/10
Hyper Lode Runner	18/9
Kwirk	18/9
Motorcross Maniacs	16/8
Rev. of the Gator	18/9
Shanghai	20/10
Solar Striker	18/9
Super Mario Land	16/8
Tennis	15/7

Used TurboGrafx 16 Titles

Call for Used TurboGrafx 16 Titles

Modem Users

Call our Multiuser BBS (209) 432-2194

- Online Games
- SIGs for all Video Games & Computers
- Multiuser Chat Rooms
- File Transfers
- 300/1200/2400 Baud

Turn your old Cartridges into CASH!

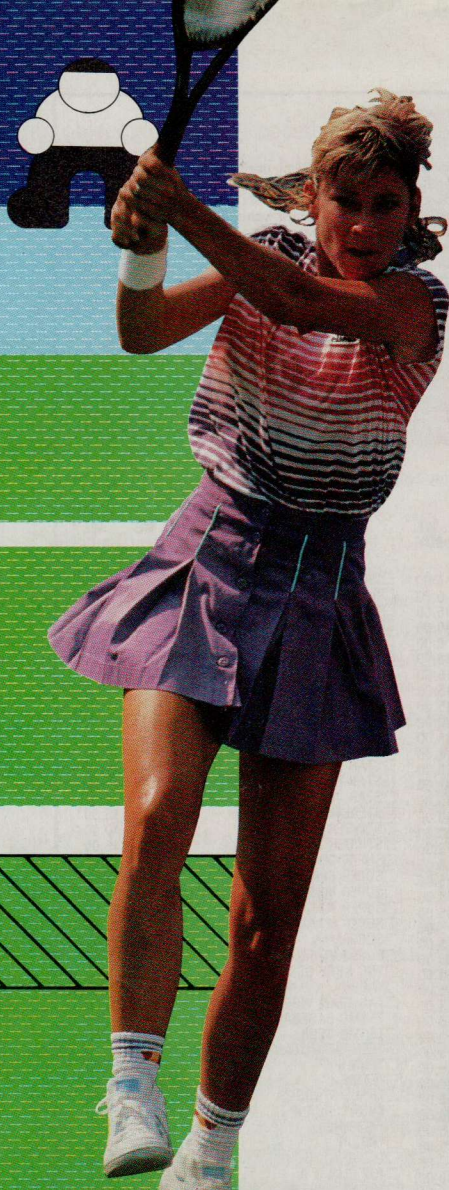
Your Cartridges are worth more with us!

We will pay more for your Nintendo Cartridges than any other firm. We also buy back Sega Genesis Cartridges. Call for a price quote or send your cartridges with or without boxes/instructions. Enclose a copy of any catalog/price list if you can find any better prices. We will pay at least \$100 more for each cartridge. We will subtract \$2.00 for missing boxes and \$1.00 for missing instructions. We reserve the right to refuse any order or purchase. Nintendo and Game Boy are registered trademarks of Nintendo of America, Inc. Genesis is a registered trademark of Sega of America, Inc. Lynx is a registered trademark of Atari Corp.

Call (209) 438-4263

BRE Software Dept. VG
352 W. Bedford Ave, Suite 104
Fresno, CA 93711

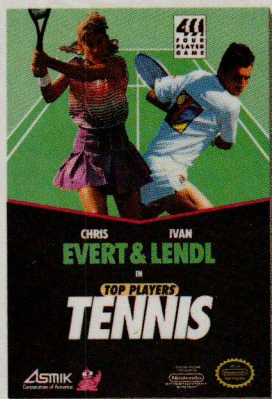
Send Check or Money Order. For Ground Shipping add \$4.00 for the first title and \$.50 for each additional title. For 2 Day Air Shipping add \$7.00 for the first title and \$1.00 for each additional title. Hardware add \$6.00 for Ground Shipping. Hawaii/Alaska/Canada Call for Shipping Rates. Calif. Residents add 6.75% tax. All prices are subject to change without notice. All items subject to availability.



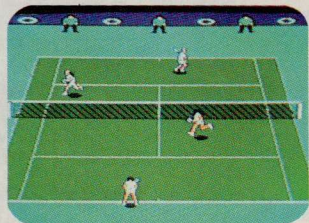
ACE THE GRAND SLAM

CHRIS EVERT & IVAN LENDL

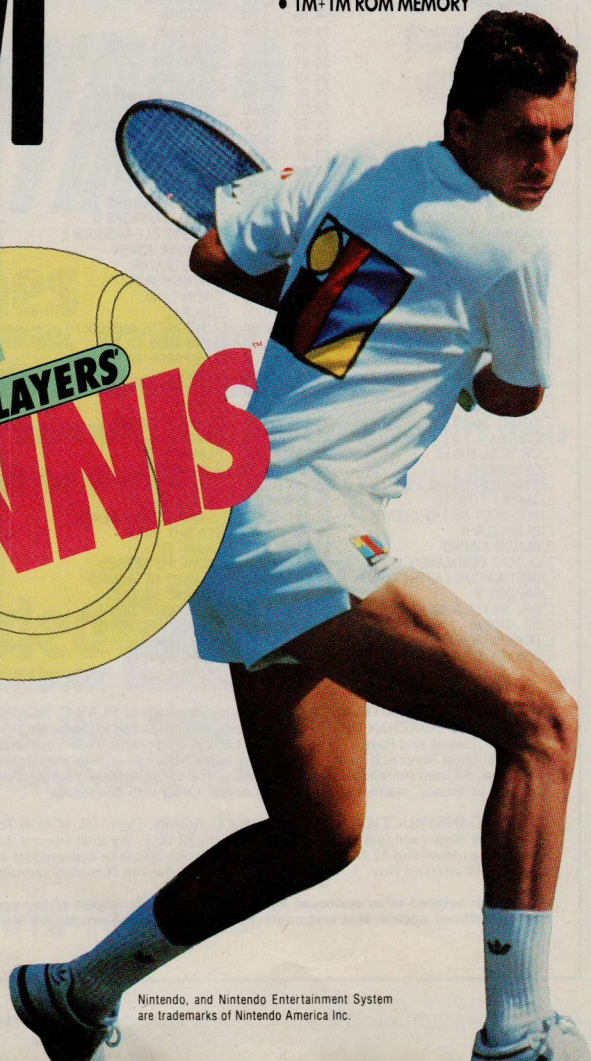
444
FOUR
PLAYER
GAME



- PLAY SINGLES, OR DOUBLES WITH LENDL OR EVERT AS YOUR PARTNER
- PLAY 4 MAJOR TOURNAMENTS TO WIN THE GRAND SLAM TITLE
- TOTAL BALL CONTROL, WITH SPINS AND THE "MIRACLE SHOT"
- GET ADVICE FROM LENDL AND EVERT AS YOU PLAY
- CREATE YOUR OWN PLAYER PROFILE
- 1M+ 1M ROM MEMORY



IN
**TOP PLAYERS
TENNIS™**



LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™



Asmik
Corporation of America



CIRCLE #162 ON READER SERVICE CARD.

Nintendo, and Nintendo Entertainment System
are trademarks of Nintendo America Inc.

ASMIK
Corporation of America



Boomer's AdventureTM in ASMIK World



NEVER JUDGE A WARRIOR BY HIS COVER

Sure, maybe on the outside, Boomer is cute and a bit on the pink side. But on the inside, he's all fight. Boomer is the last warrior left in Asmik World.

Before Boomer can defeat the dark lord Zoonzoon in his tower, Boomer needs to dig up an assortment of buried weapons and destroy Zoonzoon's mutant guards. But if Boomer cannot find the key to the 8 different worlds of the tower, he will never battle Zoonzoon for control of Asmik World. Time is running out. They need your help now.

Nintendo, Game Boy and the official seals are trademarks of Nintendo of America, Inc.



LICENSED BY
Nintendo



**HOT
SUMMER
DEAL!**

\$5.00 OFF THE BEST ARCADE HITS!

One company makes the hottest games for play on your Nintendo® — TENGEN. Tengen's awesome library includes all-time hits like *After Burner*™, *Rolling Thunder*™ and *Shinobi*™. And new, great titles like *Klax*™, *RBI™ Baseball 2* and *Ms. Pac-Man*™.

Now, you can have a blast playing Tengen's games — *and get cash back!*

That's right, for a limited time, buy any Tengen game from your favorite retailer, and you can get a \$5.00 rebate for each game directly from Tengen! Just use the coupon; it's got all the details.

Hurry! This hot summer deal to get \$5.00 off the best hits won't last long!

ORDER TODAY!

Visit your retailer or call toll-free with VISA/MC:

1-800-2-TENGEN

(1-800-283-6436)

TENGEN \$5.00 REBATE

To receive your \$5.00 rebate, mail the proof of purchase (UPC code from the box back and the box's top flap), this completed coupon, and your complete original cash register receipt (must show store's name and date of purchase) with purchase price circled to:

TENGEN \$5.00 REBATE OFFER
P.O. Box 2687
Young America, MN 55399-2687

Rebate applies only to Tengen games for play on the Nintendo Entertainment System.®

Rebate requests must be postmarked by August 31, 1990. Purchases dated prior to April 1, 1990 will not be honored.

Limit: Five (5) \$5.00 rebates per family or address. Certificates submitted by groups or organizations will not be honored.

Offer is good only in those states in the U.S.A. where not prohibited, taxed, or restricted by law. Only this certificate will be accepted. Reproductions will not be honored. Allow 6-8 weeks for delivery.

VG-7

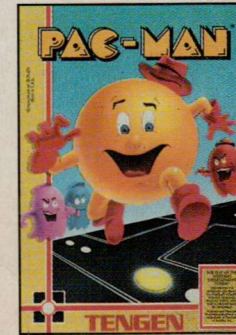
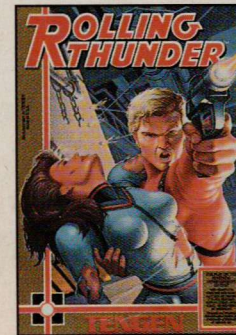
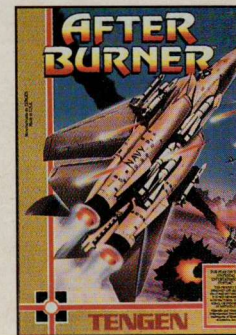
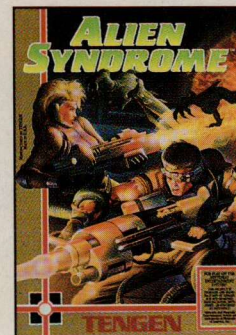
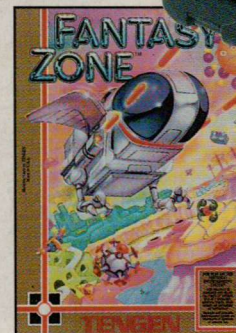
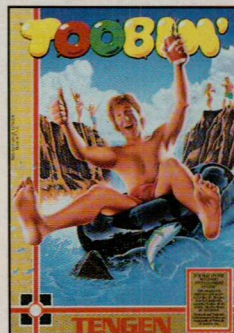
PLEASE PRINT

Send my \$5.00 rebate to:

Your Name _____ Age _____

Street Address _____

City _____ State _____ Zip _____



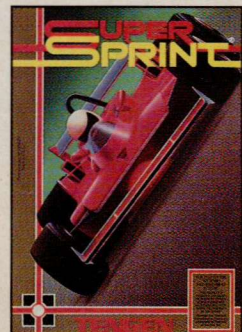
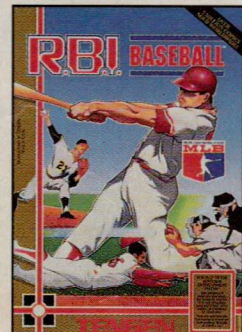
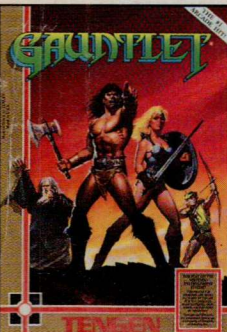


TENGEN

ARCADE HITS THAT HIT HOME

1623 Buckeye Drive, Milpitas, California 95035

Tengen's products are designed and manufactured in USA by Tengen.
They are not designed, manufactured, sponsored or endorsed by Nintendo®.



AFTER BURNER, SHINOBI, ALIEN SYNDROME, FANTASY ZONE: TM & ©1987, 1989 Sega Enterprises, Ltd. Manufactured under license from Sega Enterprises, Ltd. GAUNTLET: © Atari Games; ©1988 Tengen, Inc. PAC-MAN: © and ©1980, 1984 Namco, Ltd. R.B.I. BASEBALL: © Atari Games; ©1989 Tengen, Inc.; ©1986, 1987, Namco, Ltd. ROAD RUNNER: TM & ©1989 Warner Bros. and Atari Games. All rights reserved. Used by Atari Games under license. ROLLING THUNDER: TM and ©1986, 1989 Namco, Ltd. SUPER SPRINT: © Atari Games; ©1989 Tengen, Inc. R.B.I. BASEBALL 2: TM Atari Games, licensed to Tengen, Inc. ©1990 Tengen Inc. MS. PAC-MAN: TM Namco, Ltd.; licensed to Tengen, Inc. ©1990 Tengen Inc. TOOBIN: © Atari Games; ©1989 Tengen, Inc. VINDICATORS: © Atari Games; ©1988 Tengen, Inc. KLAX: TM Atari Games; ©1990 Tengen, Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

CIRCLE #163 ON READER SERVICE CARD.

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™

DASH GALAXY

IN THE
ALIEN ASYLUM

THE MADDEST RACE IN OUTER SPACE!

You're Dash Galaxy, fearless Space Explorer. You've just landed on a strange planet filled with intergalactic lunatics, deadly force fields and dangerous pitfalls. Welcome to the Alien Asylum — it's a real pain in the asteroid! But hey, they don't call you Dash for nothing. You can jump and run faster than anyone in the universe. And that should help as you blast your way to the Control Complex in search of the alien spaceship — your only hope for escape. But can you find it — before you run out of air? Time to make some tracks and blow this looney bin — because the chase is on and it's out of this world!



LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™

**DE DATA
EAST**

Official
Nintendo
Seal of Quality

DATA EAST USA, INC., 1850 LITTLE ORCHARD STREET, SAN JOSE, CA 95126 (408) 286-7074.

Game Program, © Beam Software, PTY LTD., 1989. Dash Galaxy in the Alien Asylum, TM 1990 Data East USA, Inc. Nintendo and Nintendo Entertainment Systems are registered trademarks of Nintendo of America, Inc.